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GUNSLINGER'S GUIDEBOOK

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STEPHEN THE DARK KNIGHT

GUNSLINGER'S GUIDEBOOK

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THE GREAT OLD ONES

HISTORY: Long ago, the world was dominated by the Great Old Ones, also known as the Old People, an ancient race who developed a godlike mastery over all sciences: from mechanical engineering to nuclear physics and beyond. Unfortunately, more often than not these Old Ones chose to use their knowledge for destruction rather than the advancement of their species. Fueled by unrestrained capitalism and the desire to be the first responsible for scientific achievements at any cost, the Old Ones founded great corporations which were more interested in scientific discovery for personal profit than the effect their experiments had on society as a whole. Although some of their achievements were truly beneficial, many of their activities caused irreversible pollution and had unintended side-effects that were slowly poisoning the world. Due to radiation poisoning and other types of fallout from their weapons of mass destruction, most of the Old Ones were rendered sterile thousands of years ago.

The technological advances of the Old Ones made it possible for them to manipulate the fabric of the multiverse and reality itself. The corporation known as North Central Positronics was at the forefront of these breakthroughs in reality manipulation; but although their many breakthroughs seemed miraculous, they were conducted with little or no insight into the true nature of the multiverse. Nonetheless, the Old Ones' experiments with the time-space continuum continued, and they sought to replace the magical Dark Tower (a nexus among all realities) and its beams with technological replicas. These "achievements" became possible as North Central Positronics began to merge technology and magic, which enabled them to accomplish feats that would not have been feasible with technology or magic alone.

Blind to the dangers that their activities caused, the Old Ones' wars, weapons, and pollutants gave rise to many mutant species. Their computers and weapons were eventually responsible for the great nuclear and chemical catastrophes that ultimately brought an end to their way of life and left few survivors. As mutants aimlessly wandered the scarred wastelands, human society fragmented and most of the knowledge of the Old Ones was lost for eternity. The world was plunged into a Dark Age for over 1,000 years until the rise of the legendary Arthur Eld, the First Lord of Light, who unified the people of All-World and ushered in a new Golden Age.

ARTHUR ELD



ALIASES: First Lord of Light, He of the White Horse and Unifying Sword, Warrior of the White

NICKNAMES: The Eld

PLACE OF BIRTH: Western Mid-World (later known as "the Land of Eld")

OCCUPATION: High King of All-World, Guardian of the Dark Tower

AFFILIATION: The White

KNOWN RELATIVES: Queen Rowena (wife, deceased); the Crimson King (son); Emmanuelle Deschain (mistress); Alaric "Henry" Deschain, Steven Deschain, Roland Deschain, others (indirect descendants)

EDUCATION: Unknown

HISTORY: The most legendary figure in all of history, Arthur Eld is Mid-World's greatest hero and the progenitor of the Line of Deschain. Over a thousand years after the Great Cataclysm that destroyed the society of the Great Old Ones, the Eld is purported to have carried his long sword Excalibur out of a Kashamin pyramid in which it had been entombed (a legendary feat now depicted in tapestries and paintings throughout Mid-World) and then used it to unify the entirety of All-World under his rule. Although it is widely believed that the first guns seen in Mid-World were those used by Arthur Eld, the precise origin of these weapons remains a mystery. Some maintain that he obtained them from the same Kashamin pyramid from which he retrieved Excalibur, while others argue that the guns were a gift from the Dark Tower itself.

and were bestowed upon the Eld in exchange for his soul. Still another legend says that the Eld had the steel blade of Excalibur melted down to create the cylinders, hammers, and sights on his revolvers.

Centuries after the Great Cataclysm irradiated Mid-World and devastated the society of the Great Old Ones (a result of their attempt to destroy the Dark Tower, the magical nexus point of the multiverse), Arthur Eld emerged as a young warrior renowned for his prowess on the battlefield and his ability to inspire greatness in others. During this contentious time of struggle, warring familial clans forged treaties and united into baronies, and barony leaders collaborated to form the beginnings of the Affiliation. The beneficial technology left behind by the Great Old Ones, such as spark lights, icemakers, and heating generators, was revitalized and put to use. United behind Arthur Eld, the people of Mid-World fought back against the harriers and mutants who plagued the reemerging civil society. Using his newly forged sandalwood-handled guns, the Eld triumphantly led his followers against the chaos perpetrated by the wizard Maerlyn and the Prim, the primordial magical chaos that existed before the dawn of time. With order once again restored to the world, Arthur Eld was crowned the new High King of All-World in the renovated city of Gilead.

The Eld's reign as Lord of All-World ushered in a Golden Age of prosperity that had never been witnessed before and has not been duplicated since. At his coronation, the new High King pledged his life and the lives of his descendants to protect the Dark Tower so another Great Cataclysm would never occur. Hundreds of modern-day legends are based around Arthur Eld, many of which contradict each other. According to one legend, Eld actually predated the Great Old Ones and was the first king to rule after the primordial Prim receded at the formation of the multiverse. In yet another legend, considered apocryphal by many, the Eld's reign as High King got off to a rocky start when, during his coronation banquet, the demonic wizard Maerlyn and other followers of the magical Prim arrived uninvited and bearing gifts. Specifically, Maerlyn offered to the Eld the thirteen seeing spheres he had created from the Prim. As the festivities continued, however, Maerlyn and his associates revealed their true nature

and feasted upon several members of Arthur's court, who were inebriated as a result of Maerlyn's enchantment. Although Arthur survived the encounter, he had unwittingly impregnated the Crimson Queen, one of the insect-like Great Ones who was allied with Maerlyn. Meanwhile, Arthur's chief advisor, Sir Kay Deschain, was killed trying to protect his king from the ravenous Crimson Queen. Within a year, the Crimson Queen gave birth to the Crimson King, the vile we-spider sired by Arthur, while Arthur's wife Queen Rowena of Gilead found that she had become barren. The birth of the Crimson King thus created a bloodline of human-demon hybrids loyal to the Outer Dark and destined to clash with the Eld's human bloodline which served the White.

Years later, desperately seeking a male human heir to inherit his kingdom, Arthur Eld took over forty mistresses (known as "gillies" or "jillies"). Due to the infertility caused by the Great Cataclysm, few of these women were able to kindle, and none of the children who were conceived were male. It was not until the Eld took Emmanuelle Deschain (the daughter of his late advisor Sir Kay Deschain) as his mistress that he finally sired a male heir. This male heir was the first in the Line of Eld, a hereditary title that would later be passed to Steven Deschain and Roland Deschain, Eld's human descendants who serve the White and pledge to protect the Dark Tower. It is these human descendants who inherit the title of "Lord of Gilead" as well as the Eld's legendary revolvers. Also passed down to Eld's human descendants is the Horn of Eld, a powerful artifact rumored to possess supernatural powers.

Arthur Eld's reign as High King of All World lasted seventy years. For a time after the Eld's death, the Kingdom of All-World remained unified, although it eventually fragmented into independent baronies in the centuries following his demise. Today, Eld's descendants desperately try to keep his memories and traditions alive through the Affiliation, the loose network of the independent baronies which were born from his kingdom. Eld's powerbase was in the ancient Land of Eld, on the northwestern side of the land now controlled by the Affiliation. Today, however, the historic Land of Eld is in danger of falling into the hands of John Farson, leader of the rebel armies seeking to overthrow the Affiliation and put an end to the political dominance of Eld's descendants.

HEIGHT: Unknown

HAIR: Black

WEIGHT: Unknown

EYES: Blue-grey

SPECIAL SKILLS: A legendary warrior and statesman, Arthur Eld was a skilled marksman, hand-to-hand combatant, war strategist, and diplomat. He led through example and his determination and charisma always inspired confidence in his legions of followers.

EQUIPMENT: Arthur Eld wielded the legendary sword known as Excalibur and, later, the famed pair of six-shooters which would be passed down through the Deschain family for generations. The guns' cylinders, hammers, and sights were cast from tempered blue-grey steel allegedly obtained from Excalibur itself. Near the muzzle of each gun was a scrollwork engraving that translated as "white." These engravings were Arthur Eld's dinh mark. The guns also featured scented sandalwood grips. It is said that both the steel and sandalwood from which the guns were made originated on an alien world and can be found nowhere else in Mid-World. He also carried the fabled Horn of Eld, an artifact which was rumored to possess supernatural powers. The Eld rode atop a white stallion named Llamrei. As the High King of All-World, the Eld's crown boasted thirteen colored gems, one for each striation in the Dark Tower's central oriel window.

THE AFFILIATION



HISTORY: Following the death of Arthur Eld, the unified Kingdom of All-World fractured into the smaller governmental entities that characterize modern-day Mid-World. Eventually, a loose network of economic, political, and military alliances known as the Affiliation arose to unite many of the newly independent baronies, particularly the Inner Baronies of the west such as New Canaan, whose aristocratic leaders were descended from Arthur Eld. With the In-World Barony of New Canaan as its center of power, the Affiliation gave military and economic aid to even the most distant Outer Baronies of the east, such as Mejis. Although Mid-World was no longer a single, unified state as in the days under Arthur Eld's rule, the Affiliation helped maintain many of the civilized traditions of the Eld's Golden Age and helped to hold back the tides of chaos which threatened to shatter Mid-World's fragile peace. While not nearly as prosperous as the Golden Age that existed under the Eld's rule, the inhabitants of Mid-World lived relatively comfortably under the political systems of the Affiliation.

Several decades ago, the first cracks in the stability of the Affiliation began to surface, as civil war erupted in the distant baronies to the West of New Canaan. The wars raged for years, destabilizing even those areas not touched by fighting and causing the Affiliation to slowly lose its influence in the war-afflicted areas. It was under these conditions that, a little over a decade ago, John Farson, a harrier from the Barony of Desoy, saw

an opportunity to capitalize on the Affiliation's weakness. Justifying his thefts and murders with the notion that the current barons and oligarchs of the In-World Baronies possessed no inherent right to rule over the common folk of Mid-World, Farson began to amass a large group of loyal followers. His supporters were primarily those from the lower positions in society, as well as failed Gunslingers who were exiled from Gilead and the In-World Baronies in disgrace and, thus, harbored resentment toward the current political system. Three years ago, while Steven Deschain (the Lord of Gilead and indirect descendant of Arthur Eld) was preoccupied with consolidating power in the Inner Baronies, Farson was gaining power in the lands west of the Barony of New Canaan. As Steven was on the verge of becoming Dinh of Gilead (and perhaps Dinh of the In-World in its entirety), Farson and his minions (with the help of Farson's ally, Marten Broadcloak) began to covertly infiltrate Gilead itself, effectively ruining Steven's attempts to consolidate power.

Today, the battle front between the Affiliation and John Farson's rebel army lies west of Gilead near the edge of the civilized world. As Farson plans to use the ancient mechanical weapons of the Old Ones to hammer the final nail in the Affiliation's coffin, Steven Deschain and others loyal to the Affiliation are waging military campaigns against Farson's forces, although Farson curiously seems to always be one step ahead of his opponents. Rumors abound that Farson can always predict his opponent's next move because he possesses one of the wizard Maerlyn's ancient seeing spheres. Most recently, particularly costly battles broke out in Cressia in the west, where Farson sacked Indrie, the Barony Seat of Cressia. If the Affiliation hopes to survive, the time to mount a major offensive against Farson is now; for if they wait much longer to deal Farson a significant defeat, the Affiliation will simply begin to decay from the inside as Affiliation traitors loyal to their enemy grow in number ... and if the Affiliation falls, much of Mid-World will go with it.

GUNSLINGERS



MEMBERSHIP: Robert Allgood, Charles Champignon, Alarie Deschain (deceased), Roland Deschain (first year), Steven Deschain, Burtock Hattlen (deceased), Christopher Johns, Jayson Ritter (deceased), many others.

BASE OF OPERATIONS: Gilead, Barony Seat of New Canaan

AFFILIATION: The Affiliation, the White

PURPOSE: To represent and defend the White at all costs

HISTORY: Ever since Arthur Eld's death, his descendants and the descendants of his knights have carried on the Eld's proud tradition of representing and defending the White, the elemental force that represents wholeness, unity, and health. Led each generation by a new member of the aristocratic Deschain family (widely accepted to be the last human descendants of the ancient King of All-World), the Gunslingers have vowed to protect the White from its opposing force, the Outer Dark—that chaotic evil which constantly tries to extinguish the White. The hereditary revolvers passed down through the generations of the Deschain family contain metal that was allegedly melted down from the Eld's legendary sword Excalibur and feature fine sandalwood grips carved from the fragrant Santalum trees which were once prevalent in Mid-World (although some claim Deschain's grips were made from an otherworldly tree which never existed in Mid-World). New Canaan's Gunslingers are currently led by Steven Deschain, the Lord of Gilead and a Gunslinger of the 29th generation of the Line of Eld. Deschain is often accompanied in battle by his closest Gunslinger allies, Robert Allgood and Christopher Johns.

Today, the Gunslingers are based in Gilead (which is also the base of power for the Affiliation) and serve a variety of functions throughout Mid-World. Although their influence is slowly fading thanks to Mid-World's raging civil wars and rebels terrorizing all those loyal to the Affiliation, they are still Mid-World's knights, squires, peacemakers, and barons. But despite John Farson's populist, rabble-rousing rants about the need to overthrow the aristocratic, baron-class Gunslingers and the Affiliation that supports them, the title of "baron" actually has little meaning today.

Although the Gunslingers of Gilead strongly support the Affiliation, they believe its survival is insignificant in the overall scheme of things and that preservation of the Affiliation is outweighed by the need to protect their own Gunslinger codes of culture and honor. This is a grave mistake. The Gunslingers fail to appreciate that the Affiliation represents the power of the White and that the Affiliation's downfall could lead to their own undoing.

New generations of Gunslingers are trained in Gilead in the square, grassy yard behind the Great Hall. They are educated in everything from military tactics and gunplay to hypnotism, and the lessons for more recent groups of Gunslingers-in-training have expanded to include specific intelligence on John Farson's military tactics, as well as the names and secret identities of his chief lieutenants. The warrior Cortland "Cort" Andrus teaches the young trainees hand-to-hand combat tactics, weapon use, hunting and tracking skills, navigation techniques, and battle planning. Gunslingers who prove their worthiness by defeating Cort in a one-on-one battle and seizing his ironwood fighting stick complete their first level of training and are granted the nickel-plated revolvers of a first-year Gunslinger. Upon challenging Cort, the trainees declare themselves as outcasts from their families, and they will remain outcasts and face certain exile from society if they fail to defeat their teacher. Those who do defeat Cort are eventually granted the traditional, sandalwood-handled revolvers of full-fledged Gunslingers.

Gunslinger apprentices are also tutored by the limping Abel Vannay (also known as "Vannay the Wise"), who teaches the trainees both science and magic. He also teaches them how to think around problems without immediately resorting to violence. Central to both Cort and Vannay's lessons is the Way of Eld, also known as the Way of the White. The Way of Eld designates the proper conduct of Gunslingers. It describes the rigorous physical and mental training they must endure to become Gunslingers as well as their sense of honor and duty to the White. The Way of Eld instructs Gunslingers to selflessly assist those in distress if it is within their power to do so and forbids them to accept a reward for their actions.

The most recent group of Gunslingers-in-training consists of fourteen students, including Cuthbert Allgood, Jamie DeCurry, Roland Deschain, Alain Johns, and Thomas Whitman. Of those fourteen, Roland Deschain was the first to defeat Cort in battle and earn his nickel-plated guns, having been manipulated into the challenge by Marten Broadcloak, an ally of John Farson who served as the Lord of Gilead's advisor.



GILEAD



OFFICIAL NAME: Gilead, Barony Seat of New Canaan

ESTIMATED POPULATION:

Approximately 10,000

HEADS OF GOVERNMENT:

Steven Deschain (Lord of Gilead)

NOTABLE INHABITANTS: Mid-World's Gunslingers

SIGNIFICANT LOCATIONS:

Central Palace, Great Hall of Gilead, Lower Town, Old Quarter

MAJOR CROPS: Apples

HISTORY: Ruled by the Gunslinger descendants of Arthur Eld, the Inner Barony of

New Canaan strives to keep the Eld's ideals of hope, knowledge, and light alive in these darkening days of Mid-World. In close proximity to the rural baronies of Hemphill and Pennilton, New Canaan serves as the center of power for the Affiliation, the loose alliance of baronies that have joined forces in an attempt to serve the cause of the White and to maintain the traditions and peace of Arthur Eld's Golden Age.

Sitting like a jewel amid New Canaan's lush green-gold fields, vibrant red apple orchards, and serene blue rivers, the city of Gilead serves as the Barony Seat of New Canaan. The ancient walled city is one of Mid-World's last great urban centers, with an assortment of vendors lining the streets of the city's Old Quarter and a steady stream of horses trotting down bridle paths that radiate out from the Central Palace standing at the city's heart. The filthy, labyrinthine streets of Lower Town contain many of the city's less reputable establishments, such as the saloons and brothels frequented by Cort Andrus, the trainer of Gunslingers. The city's skyline features high stone battlements and turrets from which flap dark blue pennons proudly depicting Arthur Eld's white stallion, Llamrei (the symbol of Gilead). Gilead's Great Hall is the site of the city's grand and lavish social events, complete with balconies and an expansive dance floor illuminated by five chandeliers with filament lights. Behind the Great Hall is the square, grassy yard where those aspiring to become Gunslingers are trained in the art of killing. Gilead's Armory houses the rare firearms wielded by the Gunslingers. Just west of the Central Palace lies the densely wooded Baby Forest, where Gunslingers-in-training learn how to keep a figurative timepiece ticking inside their heads. The scenic Lake Saroni, a popular vacation spot for many of Gilead's aristocratic families, exists to the north of Gilead.

Although the base of operations for many of the legendary Gunslingers who patrol Mid-World, Gilead's reputation has been tarnished in the past decade by John Farson, the former harrier who seeks to overthrow the Alliance through a popular uprising. In order to win more supporters to his cause, Farson has been spreading his anti-Gilead propaganda throughout the baronies of Mid-World, arguing that New Canaan's powerful barons do nothing but lounge about and have no business lordling over the lower classes. With the Affiliation unable to provide the military and economic support to outlying baronies that it provided in earlier years, many disenfranchised citizens are beginning to succumb to Farson's propaganda and are questioning their loyalty to the Affiliation and the Gunslingers of Gilead.

CUTHBERT ALLGOOD



REAL NAME: Cuthbert Allgood

ALIASES: Arthur Heath

NICKNAMES: Bert

PLACE OF BIRTH: Gilead, Barony of New Canaan

OCCUPATION: Gunslinger apprentice

AFFILIATION: Gunslingers, the Affiliation

KNOWN RELATIVES: Robert Allgood (father)

EDUCATION: Gunslinger training

HISTORY: The son of Robert Allgood, a loyal follower of Steven Deschain, Cuthbert Allgood befriended Roland Deschain in early childhood. At age eleven, the two boys witnessed the public hanging of Hax, the head cook of Gilead's West Kitchen, whose allegiance to John Farson was exposed after he secretly plotted to poison the nearby town of Taunton at Farson's behest.

Although Cuthbert is Roland's oldest and closest friend, Roland has never really understood his comedic companion (Roland has always thought that Cuthbert would die laughing). A practical joker at heart, Cuthbert has a relentless sense of foolery, with laughter always bubbling just under his surface, even in the direst of situations. He is very sarcastic and struggles to keep his mouth shut in instances where he knows his wisecracks will jeopardize the welfare of his friends. He does not believe in destiny, does not like opinions or politics, and would much rather face danger than silence. He is very skeptical of the supernatural and believes Maerlyn's Rainbow and the Dark Tower are mere fairy tales. But Cuthbert is much more complex than he appears, and his never-ending onslaught of jokes and pranks not only masks his kind and selfless nature and his desire to respect the dignity inherent in all humans, but it also helps to hide his dark side, which he would rather suppress.

When departing on their trip to Hambry, Steven Deschain begged his son Roland not to choose Cuthbert as a traveling companion, arguing that Roland would be better off if he brought a barking dog. Although Roland often finds Cuthbert's constant humor and carefree behavior irritating, he nonetheless brought Cuthbert along with him to Hambry. Roland knows that Cuthbert possesses other valuable qualities that would make him an asset on the trip: he is extremely detail-oriented and remembers every name, face, and nuance.

Just prior to departing for Hambry, Cuthbert found a rook's skull which he decided to keep as a "Lookout." Much to Roland's chagrin, Cuthbert had taken to constantly placing the rook's skull on the horn of his saddle or wearing it around his neck on a gold chain. He frequently asked the rook's skull for its opinions on matters, most likely because he knew this behavior irritated the stoic Roland. Unfortunately for Cuthbert and his companions, the "Lookout" was eventually found by Eldred Jonas of the Big Coffin Hunters after Cuthbert accidentally left it behind while surveying Hambry's Citgo oil field. Jonas, who was serving as John Farson's agent in Hambry, arranged events so that Mayor Hart Thorin was brutally murdered and the rook's skull was placed at the scene of the crime, effectively framing Roland and his friends for the Mayor's death. Cuthbert and his allies eventually escaped custody, however, and Cuthbert proved to be instrumental in helping Roland defeat Farson's agents in Hambry and preventing the shipment of crude oil which would have enabled Farson to power his war machines.

HEIGHT: 6'

WEIGHT: 145 lbs.

HAIR: Brown

EYES: Brown

SPECIAL SKILLS: Like most Gunslinger apprentices, Cuthbert has undergone rigorous training in gunplay, the art of war, navigation, hypnotism, and hand-to-hand combat. While he is very skilled in the use of firearms, he is especially adept in the use of his custom-made slingshot. His aim with the slingshot is so great that he can hit a flying bird from 60 yards away. He is also very detail-oriented, able to memorize every name, face, and nuance that he encounters. Cuthbert is skilled in mimicking voices and other dialects and accents of Mid-World.

EQUIPMENT: Cuthbert wields an antique, beer-barreled, large caliber five-shot nickel-plated revolver known as a "carver" (which matches Alain John's revolver). He also wears a slingshot on the back of his belt, tucked into a holster he had specially made for it. Hanging from the left side of his belt is a cotton pouch which once held his father's tobacco but now carries an arsenal of nearly four dozen steel shots for his slingshot. His horse is named "Glue Boy."

CORT



REAL NAME: Cortland Andrus

ALIASES: None

NICKNAMES: Cort

PLACE OF BIRTH: Gilead

OCCUPATION: Gunslinger trainer

AFFILIATION: Gunslingers, the Affiliation, the White

KNOWN RELATIVES: Fardo Andrus (father, deceased); Stefane

Andrus Ritter (younger sister, deceased); Jayson Ritter (brother-in-law, deceased);

Aileen Ritter (niece)

EDUCATION: Gunslinger training

HISTORY: Cort is the son of Fardo, a famed trainer of Gunslingers. As a young boy, Cort watched as his father trained apprentice Gunslingers in the square, grassy yard behind the Gilead's Great Hall. Cort witnessed as his father was challenged by one of his own students, young Eldred Jonas, as well as the aftermath, which included Fardo breaking Jonas' leg with an ironwood club in combat, seizing his weapons, and sending the disgraced student west into permanent exile. As Cort matured, he became a wizened warrior in his own right. Now, in midlife, Cort serves as the man responsible for training generations of Gunslingers in the arts of war and the hunt. He ascended to the position twenty-four years ago after his predecessor, Mark, was killed by the blade of an overzealous apprentice.

Nearly always dressed in a thick leather tunic, Cort is a squat man with bowed legs and a bulging stomach composed of solid muscle. It is difficult to find a portion of his body that has not been scarred as a result of the countless battles in which he has engaged over the decades. Referring to his apprentices almost affectionately as lowly "maggots," Cort trains them in armed and unarmed combat, battle tactics, animal training, hunting, and navigation. He frequently warns his students that they will fall into a hole if they run without consideration. He trains his apprentices to be killers, and they can only become full-fledged Gunslingers if they defeat him in a one-on-one test of manhood, prevailing only when they wrest Cort's ironwood fighting stick from his hands. He has trained the best of today's Gunslingers, including Steven Deschain, Lord of Gilead, who won the right to holster his guns at the age of sixteen.

Although he is a gruff and violent carouser who frequents the brothels above the drinking dives that line the streets of Gilead's Lower Town, Cort also has a philosophical side and takes great pride in being Gilead's finest riddler, winning several of Gilead's Fair Day riddling contests as a result of his extremely logical mind. He lives in a solitary cottage adjacent to the Great Hall's training yard. Though Cort has no children of his own, his niece, Aileen Ritter, has become enamored with the Gunslinger lifestyle. In fact, she has made Cort promise to train her in their ways so that she may one day become a full-fledged Gunslinger. Although Cort respects the strict rules which prohibit women from attaining Gunslinger status, he has trained Aileen to defend herself, and he is particularly impressed with her aptitude for armed and unarmed combat.

Cort's most recent class of Gunslinger apprentices included Cuthbert Allgood, Alain Johns, Jamie DeCurry, Thomas Whitman, and Roland Deschain (the son of Steven Deschain). Although Roland was his most promising pupil in two decades, Cort felt that the overeager fourteen-year-old boy had challenged him to the traditional Gunslinger one-on-one test of manhood two years too early. But when Roland chose his trained hawk David as his weapon, the unsuspecting Cort lost an eye and badly damaged an ear in the bloody battle and soon yielded to the young challenger, praising Roland for the accomplishment of becoming, at age fourteen, the youngest Gunslinger to ever win his training guns. As Roland, Cuthbert, and Alain have been dispatched to the distant Barony of Mejis on official Affiliation business, Cort has continued to instruct those pupils who remained in Gilead, such as Jamie DeCurry and Thomas Whitman.

HEIGHT: 5'9"

WEIGHT: 260 lbs.

HAIR: None

EYES: Brown

SPECIAL SKILLS: Cort is a master in nearly all forms of known combat. When it comes to fighting, he knows everything that has ever been, from the grappling techniques of the Troitan warriors to the advanced nunchaku arts of the Kashmini fighters. He is a seasoned tactician whose only arguable weakness is an inability to quickly adapt to new non-traditional combat situations and techniques. He is also a highly skilled animal trainer and hunter.

EQUIPMENT: Although a master of many weapons, Cort's weapon of choice is his heavy ironwood fighting stick, which is sharpened on one end for piercing blows and spatulate on the other for blunt striking attacks.

JAMIE DeCURRY



REAL NAME: James DeCurry

ALIASES: None

NICKNAMES: Jamie

PLACE OF BIRTH: Gilead, Barony of New Canaan

OCCUPATION: Gunslinger apprentice

AFFILIATION: Gunslingers, the Affiliation, the White

KNOWN RELATIVES: Dr. Laird DeCurry (father);

Audrella DeCurry (mother); Dr. Pierce DeCurry (paternal

grandfather); Amadeus DeCurry (paternal ancestor, deceased); others

EDUCATION: Gunslinger training

HISTORY: The DeCurry bloodline traces its roots back to Amadeus DeCurry, who served as the private physician to King Arthur Eld. In the centuries since the days of Eld, the DeCuries have become very important and influential members of Gilead society. This high social standing is a direct result of their mastery of the medicinal arts, a tradition which has been passed from father to son for generations. The DeCurry clan also came to serve as the official medics of the Affiliation, specializing in excising bullet fragments and stitching flesh wounds. Years ago, when young Gunslinger apprentice Eldred Jonas fell into a mysterious coma, it was Dr. Pierce DeCurry who led the team of physicians responsible for eventually reviving the

adolescent, although Jonas never recovered psychologically from the injury.

It was said that there was not an affliction that a DeCurry could not cure, given the proper time and resources. However, Dr. Laird DeCurry, the son of Pierce, was unable to live up to this reputation when his son Jamie was born with a distinctive birthmark across his face, a condition caused by dilated capillaries that produced a deep red discoloration of his skin. Despite his best efforts, Laird was unable to ease his son's condition, and, as a result, young Jamie grew up being teased and taunted by his peers. Although he was from a family of healers rather than killers, by the time Jamie was an adolescent he had a great deal of residual anger inside of him, an aggressiveness that made him more interested in proving his worth through displays of physical prowess than through the study of human anatomy and botanical remedies. Jamie's physical skill did not go unnoticed, however, and Gunslinger-trainer Cort Andrus recruited him to become a Gunslinger apprentice in an effort to replenish the Gunslingers' ranks after many legacy apprentices were sent West in disgrace. Jamie quickly bonded with fellow Gunslinger apprentice Thomas Whitman, who was recruited into the program at approximately the same time and who, like Jamie, was not the son of a Gunslinger. Although Dr. Laird DeCurry is proud of Jamie's accomplishments, he is somewhat ambivalent about the violent career path his son has chosen.

HEIGHT: 5'9"

WEIGHT: 140 lbs.

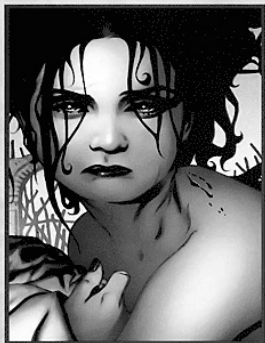
HAIR: Brown

EYES: Brown

SPECIAL SKILLS: Like most Gunslinger apprentices, Jamie DeCurry has undergone rigorous training in gunplay, the art of war, navigation, hypnotism, and hand-to-hand combat. Years of taunts directed at his prominent facial birthmark have molded Jamie into an aggressive and eager young warrior, often willing to take chances his peers are unwilling to take in order to prove his worth. Jamie's childhood experiences have also transformed him into an accomplished practical joker, a coping mechanism that enables him to shift the focus of any conversation away from his face. Although he is not nearly as accomplished in the medicinal arts as his illustrious forefathers, Jamie has learned several tricks of the physician's trade.

EQUIPMENT: Although Jamie DeCurry frequently trains with the heavy, nickel-plated guns that are standard issue to all first-year Gunslingers, as a mere apprentice he is most often equipped with five-shot revolvers. Since he has not yet passed his coming-of-age test, he has not earned the right to wear guns strapped to his hips. Rather, Jamie's weapons are kept in the castle armory under the watchful eye of trainer Cort Andrus. In addition, Jamie often keeps a small stash of medicinal herbs in a leather pouch fastened to his belt, which he uses to treat the infections and flesh wounds sustained during the rigors of Gunslinger training.

GABRIELLE DESCHAIN



REAL NAME: Gabrielle Veriss Deschain

ALIASES: None

NICKNAMES: None

PLACE OF BIRTH: Debaria, Barony of New Canaan

OCCUPATION: Queen of Gilead

AFFILIATION: Marten Broadcloak

KNOWN RELATIVES: Steven Deschain (husband); Roland Deschain (son); Alan Veriss (father)

EDUCATION: Educated by Debaria's finest tutors

HISTORY: The daughter of Alan Veriss of Debaria, Gabrielle was betrothed to Steven Deschain, the famed Gunslinger and future ruler of nearby Gilead, when she was just sixteen. Soon after her marriage to Steven, Gabrielle gave birth to Roland. Like other young mothers, she often sang her baby to sleep with the "Baby-Bunting Rhyme," an ancient Mid-World lullaby. The early years of Gabrielle's union with Steven passed smoothly, with Gabrielle tending to her young son and becoming acquainted with Gilead's other aristocratic young wives while Steven was away tending to his duties as a Gunslinger. When Steven returned from his adventures, the family often went on vacation to scenic Lake Soroni to the northeast of Gilead.

However, soon after the sorcerer known as Marten Broadcloak was appointed as Steven's new wizard and chief advisor, Gabrielle's relationship with her husband began to deteriorate. Unknown to Gabrielle, she had fallen under the influence of Broadcloak's spells, which caused her to fall madly in love with the devious wizard. Although she attempted to keep her affair with Broadcloak a secret, her husband soon discovered her infidelity, though he chose to keep his knowledge of her adultery a secret for approximately two years. However, Broadcloak's seduction of Gabrielle was part of a much larger plan, and the wizard manipulated events so that Roland, now age fourteen, would discover his mother's amorous relationship with his father's advisor. Enraged by his father's cuckolding, Roland struck his mother despite her attempts to apologize and set out to prove his worth by taking his test of manhood years before his appointed time. Much to everyone's surprise, he passed. Soon after, Roland was sent away to the distant Barony of Mejis to keep him safe from Broadcloak's minions while Gabrielle was forced to watch her estranged son depart without a word of goodbye. With Broadcloak's traitorous nature revealed to all, Steven finally ordered Gilead's guards to arrest the wizard, but Broadcloak escaped and fled the city. Gabrielle has since been sent away to "Our Lady of the Rose," a convent in Debaria operated by the worshippers of Gan known as the "Sisters of the Rose." Within the grey stone walls of the convent, Gabrielle lives in the retreat established for disgraced women, where she tends to the nunnery's herb gardens and knits clothing as she contemplates her actions and repents her sins. Although she finds it difficult to break free from Broadcloak's thrall, she hopes to complete the sisters' spiritual rehabilitation program soon so she can see her beloved son when he returns to Gilead.

HEIGHT: 5'6"

HAIR: Dark brown

WEIGHT: 134 lbs.

EYES: Blue-grey

SPECIAL SKILLS: Like many of the aristocratic women of Mid-World's Inner Baronies, Gabrielle Deschain is skilled at gardening, sewing, and recreational equestrianism. As the laws of Gilead strictly prohibit women from bearing arms and engaging in warfare, she is unskilled in the use of firearms.

EQUIPMENT: None.

ROLAND DESCHAIN



REAL NAME: Roland Deschain
ALIASES: William "Will" Dearborn
NICKNAMES: None
PLACE OF BIRTH: Gilead, Barony of New Canaan
OCCUPATION: First-year Gunslinger
AFFILIATION: Gunslingers, the Affiliation, the White
KNOWN RELATIVES: Steven Deschain (father); Gabrielle Veriss Deschain (mother); Alaric "Henry" Deschain (paternal grandfather, deceased); Deirdre Deschain (paternal grandmother, deceased); Alan Veriss (maternal grandfather); Arthur Eld, Emmanuelle Deschain, Kay Deschain (distant ancestors, deceased)
EDUCATION: Gunslinger training

HISTORY: Born to Steven Deschain, Lord of Gilead, and his wife, Gabrielle Deschain, Roland Deschain is in the 30th generation of the Line of Eld, a side-line of descent from Emmanuelle Deschain, one of Arthur Eld's many mistresses. The son of a powerful Gunslinger and aristocrat, Roland lived a generally carefree life in Gilead during his earliest years, traveling with his family on occasional vacations to the shores of Lake Saroni and spending time with his pet dog named Ring-a-Levio (Ringo). He befriended Cuthbert Allgood in early childhood and has remained best friends with him ever since. But whereas the carefree Cuthbert developed into a good-humored practical joker, Roland became a very quiet, serious adolescent with little need for humor or levity. The two friends began training to be Gunslingers in

their early adolescent years. Roland even began accompanying his father on official business for Gilead, joining him on several short trips to High Sheriff's offices in neighboring cities and on one longer patrol swing to the Downland Baronies.

However, at age fourteen, young Roland's life was altered forever. Unbeknownst to Roland, his father's traitorous advisor/wizard, Marten Broadcloak, used an enchantment to seduce his mother, Gabrielle, and the two had been engaged in a torrid affair for many years. Broadcloak now plotted to eliminate Roland, who he viewed as a potential threat to his dark master's plans, and orchestrated events so that Roland would learn of his mother's infidelity. Enraged at the thought of Broadcloak defiling his mother, Roland was easily manipulated by Broadcloak into challenging his trainer, Cort, to the one-on-one test of manhood that would allow him to obtain his nickel-plated training guns if he emerged victorious. But to Broadcloak's amazement, Roland defeated Cort and was awarded his revolvers. Anxious to avenge the honor of his parents by killing Broadcloak, Roland was stopped by his father, who had known of his advisor's enchantment over his wife for two years. Steven now feared that the treacherous Broadcloak would kill Roland by nightfall if he remained in Gilead. In order to protect his son from the danger posed by Broadcloak's assassins, Steven sent Roland and two of his friends eastward to the Outer Barony town of Hambry in the Barony of Mejis. Although the official story was that the boys were being sent on "punishment detail," their trip to Hambry was actually a very important undercover mission for the Affiliation. Since Hambry was assumed to be a town loyal to the Affiliation, Roland and his companions were sent as "counters," instructed to count anything and everything which might aid the Affiliation in the battles against John Farson's revolutionary armies. Specifically, they were to count the number of threaded (non-mutant) horses Hambry could spare. Roland and his friends were also warned to keep an eye on Hambry's oil wells as well as the pink seeing sphere from Maerlyn's Rainbow, both of which were rumored to be instrumental in John Farson's plan to defeat the Affiliation.

Later that summer, Roland and his two companions, Cuthbert Allgood and Alain Johns, arrived in Hambry, Barony of Mejis, to start their work. The boys adopted fictional identities to conceal their true heritage, and Roland assumed the identity of "William Dearborn," the son of an Inner Barony drover. As the oldest member of the trio and as their natural leader, Roland dedicated himself to completing the task assigned him, unaware of how important Hambry was in John Farson's plans to destroy the Affiliation. Although Roland initially thought he was wasting his time in the rural town of Hambry, he soon realized that the Gunslingers' enemies were all around him. To his chagrin, he uncovered a plot by the town's politicians and wealthy landowners to supply John Farson with the oil needed to power his ancient war machines, which would have meant certain doom for the Affiliation. However, despite the fact that these weapons would mean the Affiliation's doom, Roland's attention was sidetracked when he met Susan Delgado, the beautiful daughter of Mejis' former stockliner. The two fell instantly in love, and their romantic encounters left Susan pregnant with Roland's child. Roland's love for Susan made him lose sight of the mission at hand, and he was soon framed by his enemies for the murder of Hambry's Mayor Hart Thorin, who had planned to take Susan as his mistress. Roland and his friends were taken into custody by Hambry's Sheriff, but soon reclaimed their freedom when Susan broke them out of jail.

Now refocused on the task assigned to him by his father, Roland led his friends on a final assault upon John Farson's interests in Hambry. First, they detonated the Citgo oil field which pumped the crude oil needed to power Farson's war machines. Next, they ambushed the Big Coffin Hunters and hired mercenaries of Hambry's Horseman's Association in the tall Bad Grasses outside Hambry. Before killing Eldred Jonas of the Big Coffin Hunters, who had become Roland's personal nemesis during his stay in Hambry, Roland revealed his true heritage as a descendant of Arthur Eld to the rogue. He then ended Jonas' misery by planting two bullets in his face, and afterward took the pink seeing sphere that Jonas was carrying. Finally, Roland and his friends detonated the oil tankers that were about to be transported to Farson's refinery and lured the force of two hundred soldiers loyal to Farson into Eyebolt Canyon, where they were consumed by the demonic thinny. Victorious, Roland and his friends emerged from the canyon unscathed, but Roland soon gazed into the pink seeing sphere and saw that his beloved Susan had been burned alive by a mob of angry townsfolk, leaving Roland in a catatonic state.

HEIGHT: 5'10" **WEIGHT:** 150 lbs. **HAIR:** Black **EYES:** Light blue

SPECIAL SKILLS: As a first-year gunslinger, Roland Deschain is a trained marksman, hand-to-hand combatant, strategist, animal trainer, hunter, and horseman. He is an extremely serious and focused individual, rarely ever straying from the tasks before him.

EQUIPMENT: As a first-year Gunslinger, Roland Deschain wields a pair of large guns with eroded nickel plating rather than the sandalwood-handled guns wielded by full-fledged Gunslingers. He also keeps a dagger concealed in his belt. Roland rides a gentle, gelded horse named Rusher. His trained hawk, David, was recently killed during Roland's coming-of-age battle when he used David as a weapon against his opponent, Cort Andrus.



STEVEN DESCHAIN

REAL NAME: Steven Deschain

ALIASES: None

NICKNAMES: Son of Henry

PLACE OF BIRTH: Gilead, Barony of New Canaan

OCCUPATION: Lord of Gilead, Gunslinger

AFFILIATION: Gunslingers, the Affiliation, the White

KNOWN RELATIVES: Gabrielle Deschain (wife); Roland Deschain (son); Alaric "Henry" Deschain (father, deceased); Deirdre Deschain (mother, deceased); Alan Veriss (father-in-law); Arthur Eld, Emmanuelle Deschain, Kay Deschain (distant ancestors, deceased)

EDUCATION: Gunslinger training, educated by Gilead's finest tutors

HISTORY: Steven Deschain is the reigning Lord of Gilead, a Gunslinger of the 29th generation descended from the legendary Arthur Eld and one of his forty mistresses. The husband of Gabrielle and father of Roland,



Steven Deschain was the youngest Gunslinger apprentice to obtain his firearms (having defeated Cort at age sixteen) until his own son Roland defeated Cort at the age of fourteen, besting Steven's unprecedented accomplishment by two years. Steven serves as the leader of New Canaan's Gunslingers and was once on the verge of becoming the Dinh of Gilead, if not of all of the Inner Baronies, but his progress was thwarted by his own advisor/sorcerer, Marten Broadcloak, who was secretly in league with Steven's enemies. Unbeknownst to most in Gilead, Broadcloak used his mystic powers to enchant and seduce Steven's wife. Although Steven knew of Broadcloak's treachery for two years and kept him under close observation, he finally ordered Gilead's guards to arrest him once the two-faced wizard threatened Roland's life.

Tall, slim, and sporting a thick handlebar moustache, Steven often dresses in league with Steven's enemies. Unbeknownst to most in Gilead, Broadcloak used his mystic powers to enchant and seduce Steven's wife. Although Steven knew of Broadcloak's treachery for two years and kept him under close observation, he finally ordered Gilead's guards to arrest him once the two-faced wizard threatened Roland's life.

many people of the lower classes to resent his status and side with John Farson, the revolutionary rebel who promises to overthrow the hierarchical class system and bring democracy to Mid-World. Following Farson's annihilation of the city of Indrie, Steven and his allies engaged Farson in the Barony of Cressia. But upon hearing of his son's attempt to earn his guns by taking his test of manhood prematurely, Steven retreated from the battle and returned to Gilead. Although his son Roland passed his test prior to Steven's return, the Lord of Gilead still believed his son's life was in jeopardy. Steven feared that Broadcloak's hired assassins would kill Roland, prompting him to send his only son and his friends on a mission to the distant, sleepy town of Hambry in the Outer Barony of Mejis. He sent the boys with instructions to count all materials which might serve the Affiliation in the pending wars against Farson's forces, a task which Steven estimates will take at least three months, perhaps even a year. Steven doubted that Roland and his friends would see anything of interest to the Affiliation in Hambry, although he warned the boys to beware of the Pink One of Maerlyn's Rainbow, a magical seeing sphere used by Farson that is rumored to have been sent somewhere to the east. Steven also advised his son to inspect Hambry's oil fields, which are also rumored to be of great interest to John Farson. In fact, Steven was so fearful of Farson's informers that he prepared a letter for the boys to take to the local officials in Hambry that established the false identities that they would use during their entire stay in the town.

As Roland and his friends complete their mission in Hambry, Steven now focuses his attention on repairing his relationship with his estranged wife and continuing the struggle against Farson's growing legions, which continue to besiege the Barony of Cressia to the northwest. While Roland and his companions are away, Steven maintains contact with them using trained messenger pigeons.

HEIGHT: 6'2" **WEIGHT:** 179 lbs.
HAIR: Dark brown **EYES:** Blue

SPECIAL SKILLS: As a trained Gunslinger since age sixteen, Steven Deschain is a skilled marksman, hand-to-hand combatant, war strategist, animal trainer, hunter, and horseman. As the Lord of Gilead, he is also a seasoned statesman and diplomat.

EQUIPMENT: Like his fathers before him, Steven Deschain wields the Guns of Deschain which are his birthright. The guns' cylinders, hammers, and sights are cast from tempered blue-grey steel allegedly obtained from Arthur Eld's legendary sword, Excalibur. Near the muzzle of each gun is a scrollwork engraving that translates to "white," which was Arthur Eld's dinh mark. The guns' sandalwood grips date to the time of Arthur Eld, though these finely-grained grips have not lost their fragrance over the millennium. It is said that both the steel and sandalwood from which the guns were made originated on an alien world and can be found nowhere else in Mid-World. Steven also carries the fabled Horn of Eld, an artifact passed down through the generations and rumored to possess supernatural powers.

ALAIN JOHNS



REAL NAME: Alain Johns

ALIASES: Richard Stockworth

NICKNAMES: Al

PLACE OF BIRTH: Gilead, Barony of New Canaan

OCCUPATION: Apprentice Gunslinger

AFFILIATION: Gunslingers, the Affiliation, the White

KNOWN RELATIVES: Christopher Johns (father)

EDUCATION: Gunslinger training

HISTORY: The third member of Roland Deschain's sworn brotherhood is Alain Johns, the son of Christopher Johns, an ally of Steven Deschain who was known as "Burning Chris" during his wild years of his youth. Shortly after becoming a Gunslinger, Chris married into

a family of psychics, as he found the telepathic abilities of his new bride had a serene, calming effect on him and calmed his notoriously fiery disposition. The result of this union was Alain Johns. Alain is a large, husky adolescent with a round face and the shoulders of a plow boy. He is often awkward in social situations, and frequently takes a long time to contemplate a question before answering. Although many initially dismiss the gentle-voiced Alain as a dullard, in reality he is very thoughtful, diplomatic, and often serves as the voice of reason when the tempers of those around him begin to flare. But while Alain is very slow to anger, when he does build to a rage he is extremely dangerous.

Although he is not as close as Roland and Cuthbert, Alain is extremely empathic and more often than not knows his companions' states of mind better than they do. More importantly, he looks up to Roland and is extremely loyal to him — even more so than Cuthbert. He is often the butt of Cuthbert's jokes, and is frequently a step or two behind his more restless companion, yet Alain's reliability is sometimes more useful to Roland than Cuthbert's quickness.

Unlike Roland and Cuthbert, Alain is strong in the Touch, a gift inherited from his mother's side of the family. This psychic ability causes the odd dreams and premonitions that trouble him. The prescient part of Alain often quivers in fear when something bad is occurring. Although all Gunslinger apprentices were trained in hypnotism by their instructor Cort Andrus, Alain's connection to the Touch renders him a much better hypnotist than the others, and he is often able to make his subjects recall repressed memories by physically channeling the power of the Touch into them. When attempting to utilize the Touch, Alain meditates with both arms outstretched and his palms facing up.

Along with Cuthbert Allgood, Alain joined Roland Deschain on his mission to Hambry, where Alain assumed the false identity of "Richard Stockworth." His connection to the Touch proved very valuable during their adventure, and Alain was instrumental in helping Roland defeat Farson's agents in Hambry and preventing the shipment of crude oil which would have enabled Farson to power his war machines.

HEIGHT: 5'11"

HAIR: Blond

WEIGHT: 188 lbs.

EYES: Blue

SPECIAL SKILLS: Like most Gunslinger apprentices, Alain has undergone rigorous training in gunplay, the art of war, navigation, hypnotism, and hand-to-hand combat. In particular, Alain has developed into an expert tracker. Alain's most valuable abilities stem from his connection to the Touch, which enables him to experience psychic flashes that inform him of recent events, to perceive future events, and to explore the repressed memories and subconscious desires of others while they are hypnotized.

EQUIPMENT: Alain wields an antique, beer-barreled, large caliber five-shot nickel-plated revolver known as a "carver" (which matches Cuthbert Allgood's revolver). Alain also travels with a copy of a rare book given to him by his mother: *Homilies and Meditations* by Mercer.

AILEEN RITTER

REAL NAME: Aileen Ritter

ALIASES: None

NICKNAMES: None

PLACE OF BIRTH: Gilead, Barony of New Canaan

OCCUPATION: Student

AFFILIATION: None

KNOWN RELATIVES: Jayson Ritter (father, deceased); Stefanee Andrus Ritter (mother, deceased); Cortland "Cort" Andrus (maternal uncle)

EDUCATION: Educated by Gilead's finest tutors; clandestinely trained in hand-to-hand combat and marksmanship by her uncle Cort

HISTORY: Born to famed Gunslinger Jayson Ritter and his wife Stefanee Andrus Ritter, Aileen was raised by Cortland "Cort" Andrus, her mother's older brother and the current trainer of Gilead's Gunslingers. Cort took custody of his niece after her parents were killed in an ambush by Troitan raiders while they were vacationing in the Barony of Cressia. As Aileen was Cort's only surviving relative, her well-being became his priority, and he began to secretly train her in the arts of self-defense and marksmanship so that she could defend herself in the increasingly dangerous world. Cort took note of Aileen's raw talent and potential as a small child and could not help but teach her at least some Gunslinger tricks and tactics, even if her gender would prohibit her from ever realizing her potential as a full-fledged Gunslinger. Since Gilead law forbids women to train in the arts of war, Cort made Aileen swear that she would never reveal her abilities unless she needed to use them to save herself in a life-or-death situation.

But Aileen, who loved and admired her uncle greatly, became obsessed with the notion of one day becoming a Gunslinger, believing it was her destiny as the sole heir of Jayson Ritter and as the niece of an esteemed Gunslinger trainer such as Cort. Cursing herself for being born a girl, Aileen forsook the long dresses typically worn by the aristocratic women of Gilead and began dressing in boys' clothes, with her long hair falling down her back in braids. In this disguise, she found it easier to sneak into Gilead's armory using her uncle's key and to secretly hone her skills with the bow and arrow, bah and bolt, sword, and the nickel-plated revolvers used by Gilead's male Gunslinger apprentices. Although generally uninterested in traditional womanly pursuits, Aileen has harbored a secret crush on Roland Deschain since the two of them were children. Unlike the other Gunslinger apprentices, Roland has always treated her as an equal. Though Aileen tried her best to keep her feelings to herself, she could not hide them from her uncle. Recognizing that an alliance with the Deschain family would greatly enhance Aileen's position in Gilead, Cort has been holding secret talks with Steven Deschain about a possible betrothal.

Despite being mocked by most of her male counterparts, many of whom do not accept her as an equal, Aileen is determined to continue her clandestine training so that one day everyone will have no choice but to recognize her undeniable combat skills. With her desire to become a Gunslinger coupled with her love for Roland Deschain, Aileen wants nothing more than to accompany the young first-year Gunslinger on one of his quests.

HEIGHT: 5'4 1/2"

HAIR: Dark brown

WEIGHT: 124 lbs.

EYES: Brown

SPECIAL SKILLS: Trained by her uncle Cortland Andrus, Aileen is a formidable hand-to-hand combatant and highly skilled in the use of many traditional Gunslinger weapons, such as arrows and swords. She is most proficient with the use of the nickel-plated revolvers used by Gunslinger apprentices, and has developed a very quick draw and near-pinpoint accuracy when it comes to hitting targets from afar.

EQUIPMENT: Although Gilead law strictly prohibits women from carrying weapons on their persons, Aileen secretly uses her uncle's key to sneak into Gilead's armory and practice with the city's vast arsenal of traditional Gunslinger weapons.

VANNAY



REAL NAME: Abel Vannay

ALIASES: None

NICKNAMES: Vannay the Wise

PLACE OF BIRTH: Gilead, Barony of New Canaan

OCCUPATION: Philosophy and humanities tutor

AFFILIATION: The Affiliation

KNOWN RELATIVES: Wallace Vannay (son, deceased)

EDUCATION: Educated by Gilead's finest tutors; traveled abroad to study under philosophers of neighboring baronies; extensively self-educated

HISTORY: While Cortland "Cort" Andrus has trained generations of young Gunslingers in arts of war, the duty of teaching them the virtues of thoughtfulness and gentleness falls upon Abel Vannay. Born in the City of Gilead many years ago, Vannay has always been inquisitive. During the early years of his youth he set out upon a never-ending quest for knowledge and understanding. While his peers played in Gilead's courtyards with aspirations of becoming Gunslingers, Vannay excelled in his scholarly pursuits, quickly matching and sometimes even surpassing the knowledge of his tutors. Although many of his peers dismissed Vannay as an eccentric recluse, Cort (whose gruff demeanor and physicality masked a hidden

philosophical side) found that he shared Vannay's thirst for knowledge and quickly became a trusted confidant. Upon reaching their adolescent years, Cort devoted increasing amounts of his time to combat training, while Vannay, believing that violence created more problems than it solved, forsook the Gunslinger lifestyle and traveled abroad to gain a better understanding of the nature of the universe. As he traveled from village to village following the magnetic Beams which crisscrossed Mid-World, Vannay's quest for enlightenment brought him from the Western Sea to the Clean Sea of the east; but age caught up with him and arthritis began to set into his joints, so Vannay was forced to return to Gilead, where he was appointed to his current position of a philosophy tutor (although his lessons include everything from geography, to history, to the principles of magic).

Soon after his return to Gilead, Vannay fathered a son with a woman several years his junior who died during childbirth. His son, named Wallace, followed in his father's scholarly tradition and was considered a child prodigy by Gilead's academic elite. Wallace was a childhood friend of Roland Deschain, son of Gilead's lord; but he eventually succumbed to the falling sickness before reaching adolescence. Devastated over the loss of his only son, Vannay threw himself into his lessons, becoming more of a father-figure to his students in order to cope with his grief. Although fascinated with the subject matter he teaches, Vannay realizes that his young students are not always as enthusiastic about his lessons as he is, and strives to devise inventive new ways to impart his knowledge while holding the attention of his audience.

HEIGHT: 5'9"

HAIR: White

WEIGHT: 147 lbs.

EYES: Blue-grey

SPECIAL SKILLS: Vannay is extensively trained and self-educated in a wide variety of subjects including philosophy, the humanities, geography, history, and magic theory. He has deep insights into human nature.

EQUIPMENT: Vannay often uses a black ironwood cane to assist him with walking.

THOMAS WHITMAN



REAL NAME: Thomas Whitman

ALIASES: None

NICKNAMES: Tom

PLACE OF BIRTH: Gilead, Barony of New Canaan

OCCUPATION: Gunslinger apprentice

AFFILIATION: Gunslingers, the Affiliation, the White

KNOWN RELATIVES: Manfred Whitman (father); Deborah Hattlen Whitman (mother); Burtock Hattlen (maternal great-grandfather, deceased); others

EDUCATION: Gunslinger training

HISTORY: Although Thomas Whitman's father was an affluent businessman from Gilead's Old Quarter, his mother, Deborah, was descended from Burtock Hattlen, one of Arthur Eld's original knights. Deborah Hattlen's father and brothers were all prominent Gunslingers and, although they never admitted so outright, they all believed that Deborah had married beneath her when she wed Manfred Whitman. Deborah, however, was very happy with her marriage and her husband's lifestyle, since she abhorred guns and lived in constant fear that one day her father or brothers would return from their Gunslinger duties in coffins. Moreover, she detested the violent coming-of-age battle that each apprentice had to pass in order to be proclaimed a full-fledged Gunslinger. (According to rumour, Deborah's first true love had been a Gunslinger sent West in disgrace after failing this test).

Despite Deborah's desire to leave the castle behind her and instead live a life of luxury in the Old Quarter far removed from the violent ways of the Gunslingers, she was the only one of her siblings to give birth to a boy. Hence, her son Thomas was declared his maternal grandfather's heir and, thus, the inheritor of the opportunity to become a legacy Gunslinger. To the chagrin of his mother (and the delight of his uncles), Thomas was sent to live in the castle's barracks with the other Gunslinger apprentices, where he quickly befriended fellow apprentice James "Jamie" DeCurry. Thomas' grandfather and uncles wholeheartedly support his friendship with Roland Deschain, the son of Gilead's current Lord Steven Deschain. It is the hope of Thomas' family that he will grow up to be one of Roland's chief counselors and bring honor to the ancient Hattlen family name.

HEIGHT: 5'8"

HAIR: Black

WEIGHT: 142 lbs.

EYES: Brown

SPECIAL SKILLS: Like most Gunslinger apprentices, Thomas Whitman has undergone rigorous training in gunplay, the art of war, navigation, hypnotism, and hand-to-hand combat. As the only heir to the Hattlen family name, Thomas was enthusiastically trained in the ways of the Gunslingers by his maternal grandfather and maternal uncles. As a result, he is very learned in the specifics of Gunslinger tradition and protocol.

EQUIPMENT: Although Thomas Whitman frequently trains with the heavy, nickel-plated guns that are standard issue to all first-year Gunslingers, as a mere apprentice he is most often equipped with five-shot revolvers. Since he has not yet passed his coming-of-age test, he has not yet earned the right to wear guns strapped to his hips. Rather, Thomas' guns are kept in the castle armory under the watchful eye of trainer Cort Andrus.

HAMBRY



OFFICIAL NAME: Hambry, Barony Seat of Mejis
ESTIMATED POPULATION:

Approximately 4,500

HEADS OF GOVERNMENT: Hartwell

"Hart" Thorin (Lord High Mayor), Kimba Rimer

(Chancellor and Minister of Inventory)

NOTABLE INHABITANTS: Francis "Fran"

Lengyll (President of the Horseman's Association); John

Croydon, Hash "Rennie" Renfrew, Laslo Rimer, Henry

"Hank" Werner, Jake White (Horseman's Association

members)

SIGNIFICANT LOCATIONS: The

Mayor's hacienda at Seafront, the Traveler's Rest Saloon,

the Hambry Sheriff's Office, Hambry Town Gathering

Hall, others

MAJOR CROPS: Corn, beans, apples, potatoes, tomatoes, cucumbers, squash, sharpshoot, pumpkins, oranges

HISTORY: Located far to the east of Gilead, the Barony of Mejis is widely considered to be a sleepy, backwater Outer Barony. The barony's seat is the rural yet picturesque town of Hambry, located on the coast of the Clean Sea. The town's residents are primarily horse breeders, fisherman, and farmers. Many outsiders (especially those from the relatively sophisticated Inner Baronies) dismiss Hambry's citizens as "hicks" who lack culture and social graces.

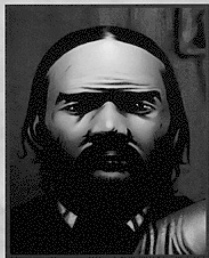
On High Street, the main road through the center of town, most buildings are constructed from adobe, although a few of the older buildings in the elevated section overlooking Hambry's business district are made from brick. Most buildings feature wrought-iron gates, tree-shaded paths, orange-tiled roofs, and shutters. Significant locations on High Street include the Traveler's Rest Saloon and the High Street Farmer's Market. Hambry's main public building is the Town Gathering Hall on Hill Street, which houses a gas-fired refrigerator and stove. It exhibits architecture nearly identical to the Post Office and Sheriff's Office (only larger and topped with a squat bell tower). It is to the Town Gathering Hall that Hambry's townsfolk, freeholders, and ranchers have come for hundreds of years to make their decisions, pass their legislation, and occasionally send a troublesome person west. Another of Hambry's main avenues is Seacoast Road, which runs just north of the Mayor's residence at Seafront and then continues south and west along the coast of the Clean Sea. The most notable landmarks on Seacoast Road are the many docks jutting out into the sea and their many multicolored bathouses.

Just east of town lies the Citgo oil patch, its skeletal forest of metal gantries left behind by the Great Old Ones. Although many of Citgo's 200 steel towers stopped working long ago, approximately nineteen of the derricks still constantly pump crude oil from below the Earth's surface. Unfortunately, the thick, sludgy crude oil is of little use to the citizens of Hambry because it needs to be properly refined before it is transformed into a fuel that doesn't clog their machinery. There are approximately five power generators in town that run on oil, but none of them will run on oil from the Citgo patch because it is too thick and tarry.

Running alongside the town is the Western Drop, a long, grassy slope full of cornflowers and blue silkflowers that sprawls east towards the Clean Sea and is used by Hambry's many animal breeders as a horse meadow. Beyond the Drop to the northwest is the region known as the Bad Grass, where a forest of poisonous grass grows so tall that it makes navigating the area very difficult. West of the Bad Grass is an expansive desert, home of the unique stone formation known as Hanging Rock.

Hambry has traditionally been loyal to the Affiliation, but for the past forty years times have been difficult. Although mutant horse births are reported to be on the decline, the once lucrative fishing trade is not what it used to be. In recent years, financial aid and Affiliation patrols have steadily decreased due to the Affiliation's attention being drawn elsewhere (the last Affiliation official visited over four years ago when a Gunslinger happened to pass through on the Great Road), hence many members of Hambry's upper class have begun to question their loyalty to the Affiliation. At first, they were merely indifferent to the war raging in the western baronies between the Affiliation and the man named Farson who sought to overthrow it. But when Chancellor Kimba Rimer struck a secret deal with Farson's agents that would enable Hambry to supply Farson's army with goods in exchange for large sums of money, Hambry's cabal of wealthy landowners secretly began to support Farson's cause.

HERK AVERY



REAL NAME: Herkimer Avery

ALIASES: None

NICKNAMES: Herk

PLACE OF BIRTH: Hambry, Barony of Mejis

OCCUPATION: High Sheriff of the Mejis and Chief Constable of Hambry

AFFILIATION: Barony of Mejis, Department of the Sheriff

KNOWN RELATIVES: None

EDUCATION: Informally educated in law-enforcement protocol

HISTORY: As the town's High Sheriff, Herkimer "Herk" Avery was responsible for law enforcement in Hambry. Avery was a large, broad-shouldered, big-bellied, frog-eyed man who loved food as much as he loved crude humor and crass jokes. Despite his outward appearance, Avery's rotund gut consisted of much more muscle than fat. He always dressed in the traditional khaki pants and shirt of a lawman, with a tin star pinned to his embroidered vest to denote his position of authority. His shiny black boots never lost their luster, due in large part to the fact that he delegated most of his dirty work to the team of deputy lawmen who served under him.

Avery's base of operations was the combined Sheriff's office/jailhouse that sits at the top of Hill Street overlooking the bay, with a picturesque view of Hambry's many multi-colored bathouses. The building's architecture is identical to many of Hambry's other brick structures, slightly larger than the Post Office yet slightly smaller than the Town Gathering Hall. A padlocked gun case in the far corner of the main office houses the Sheriff's entire arsenal: two ancient rifles. To the left of the gun case is an open door to the jail itself, which consists of three small cells on each side of a short corridor.

Avery was served by a team of young deputies who dressed in similar khaki clothing, all former farm boys who operate as both law enforcements officials and hired help at the Mayor's social functions at Seafrost. Deputy Dave Hollis, who was almost always wearing his brass-rimmed monocle, was one of the younger deputies at only eighteen years of age. Despite his lack of experience, Hollis was one of the more committed and least corrupt members on the Sheriff's force. He was motivated by a dedication to duty and a desire to one day succeed Avery as High Sheriff and Chief Constable (and to perform the job more competently). Hollis was married to Judy Wertner Hollis, the daughter of Henry Wertner, the barony's current official stockliner and a member of the influential Horsemen's Association. Other members of the Sheriff's force included Deputy Todd Bridger, Deputy Frank Claypool, and Deputy George Riggins.

In recent months, Avery and his deputies had been coordinating efforts with Hambry's Horsemen's Association, an alliance of the town's elite ranch owners, in their efforts to assist John Farson, the revolutionary leader whose armies threaten to topple the Affiliation. Upon learning that three young representatives from the In-World Barony of New Canaan had been sent to take inventory for the Affiliation, Avery and his men were assigned to greet the visitors and to supervise their activities while ensuring that they did not learn of Hambry's deal with Farson.

After the Affiliation's representatives (Roland Deschain, Cuthbert Allgood, and Alain Johns) were framed for the murder of Mayor Hart Thorin, Avery and his deputies arrested them and placed them in custody in the jailhouse. But Susan Delgado, a Hambry native who had become romantically involved with Roland Deschain and carried his child, barged into the Sheriff's Office and shot Sheriff Avery and Deputy Hollis dead in order to free her friends, who she knew were innocent.

HEIGHT: 6'2"

WEIGHT: 275 lbs.

HAIR: Brown

EYES: Brown

SPECIAL SKILLS: Herk Avery was an experienced lawman with years of on-the-job training.

EQUIPMENT: The Sheriff's force relies on two ancient rifles as their main source of firepower. Supplementary weapons consist of bolas, crossbows, and various daggers.

BIG COFFIN HUNTERS



MEMBERSHIP: Eldred Jonas (leader), Clay Reynolds, Roy B. Depape

BASE OF OPERATIONS: The Traveler's Rest, Hambry, Barony Seat of Mejis; Seafront, Hambry, Barony Seat of Mejis

AFFILIATION: John Farson, the Outer Dark

PURPOSE: Overseeing John Farson's interests in the Town of Hambry

HISTORY: Led by Eldred Jonas, the Big Coffin Hunters were a trio of freelance regulators who normally lent their services to the highest bidder. Rough in appearance and manner, they happily picked fights with anyone who so much as looked at them cockeyed. Each member had a small, blue, coffin-shaped tattoo on his right hand burned into the webbing between his thumb and forefinger. The tattoos, which the Coffin Hunters obtained in the town of Wind shortly after Jonas decided it would be beneficial to ally with John Farson and pledge allegiance to the Outer Dark, were a symbol worn by all of John Farson's followers in one form

or another. Strangely, these roguish regulators frequently demonstrated abilities and habits normally associated with Gunslingers, due largely in part to Jonas' status as a failed Gunslinger. Not only did they wear their shooting irons in holsters that were slung low and tied down in the traditional Gunslinger fashion, but they were full of old Gunslinger tricks, such as gracefully dancing a cigarette along the backs of their fingers.

In the past year, the Coffin Hunters were chosen by George Latigo, a Chief Lieutenant in John Farson's revolutionary army, to oversee Farson's considerable interests in the sleepy Outer Barony town of Hambry within the Barony of Mejis. The trio arrived in Hambry months ago, conspiring with the Mayor's Chancellor, Kimba Rimer, who was also secretly in league with John Farson. Officially hired by Rimer as the Mayor's new security staff (ostensibly to serve as private bodyguards), the Coffin Hunters temporarily moved into the Watchman's house about a mile south of the Mayor's house and five miles out of town. They had spent their initial days constantly lounging about the Mayor's mansion or in the Traveler's Rest, the local saloon on High Street, hiring watchmen to keep an eye out for the three youths reportedly sent to Hambry by the Lord of Gilead to count supplies for the Affiliation. When the time was right, the Coffin Hunters sprung their plans into action and began pumping oil from Hambry's abandoned Citgo well while arranging for allies of Hambry's Horseman's Association to prepare the oil for transport to Farson's refineries.

However, when the three youths sent by the Affiliation did arrive in Hambry, they soon came into conflict with the Coffin Hunters and eventually discovered the plot to supply Farson with the crude oil needed to power his ancient war machines. Despite the Coffin Hunters' best efforts (and an attempt to frame them for the murders of Mayor Hart Thorin and Chancellor Kimba Rimer), the youths prevailed in disrupting the planned transaction and killed two of the three Coffin Hunters in the process. Clay Reynolds is now the only surviving member of the Coffin Hunters, although his current whereabouts are unknown.

ELDRED JONAS



REAL NAME: Eldred Jonas

ALIASES: None

NICKNAMES: Il Spectro

PLACE OF BIRTH: Gilead, Barony of New Canaan

OCCUPATION: Security Chief to the Mayor of Hambry, freelance regulator/enforcer

AFFILIATION: The Big Coffin Hunters, John Farson, the Outer Dark

KNOWN RELATIVES: None

EDUCATION: Gunslinger training

HISTORY: Born in the In-World Barony of New Canaan, Eldred Jonas was the son of a poor yeoman who served the Andrus family, the trainers of Gilead's Gunslingers. Although most Gunslingers were born to families descended from Arthur Eld's original knights, Fardo Andrus occasionally trained talented young men from the lower classes of society in order to replenish the Gunslingers' depleted ranks. When Fardo noticed the adolescent Eldred Jonas gracefully exercising the horses, he decided that the young man might be Gunslinger material. Jonas became Fardo's adopted son and soon became good friends with his adopted brother, Cort Andrus. As a Gunslinger-in-training, Jonas excelled at his studies and soon became skilled at every weapon introduced to him.

But Jonas' phenomenal progress was suddenly hampered when he stepped on a sharp object that pierced his heel. Unknown to all, the object that wounded Jonas was a fragment of the Laughing Mirror, an artifact forged from concentrated evil of the Outer Dark by the demonic wizard Maerlyn long ago. Jonas fell into a feverish state, haunted by nightmares that distorted his perception of the

White and drew him to the ways of the Outer Dark. Although Gilead's physicians were able to save Jonas' leg, he was not the same person psychologically when he emerged from his frightening fever dreams. Far from the considerate citizen and exemplary student he once was, Jonas became a carouser and braggart, quickly losing his temper when he could not master a weapon as quickly as he desired. By the time of Jonas' eighteenth birthday, he was confronted by Fardo, who admonished Jonas for sneaking out of the Gunslinger barracks and brawling in Gilead's bars and brothels every night. Convinced that Fardo had singled him out due to his status as a lowly yeoman's son, Jonas angrily challenged his trainer and adopted father to the one-on-one test of manhood which would prove his worthiness to ascend to Gunslinger status. However, Jonas' poor habits rendered him drastically unprepared, and he could not properly wield the Kashmiri nunchaku that he selected as his weapon. By the end of the battle, Jonas' bad leg was shattered by Fardo's ironwood club in the square yard behind the Great Hall of Gilead, leaving him with the limp that would remain for the rest of his life.

Exiled for his failure and broken both physically and spiritually, Jonas was cast out of Gilead without his weapons or a prayer. As the years passed, Jonas survived by his wits and eventually found a gun (although not the big revolvers with the sandalwood grips that the Gunslingers used) and became a gun-for-hire. But the shame and embarrassment of his defeat and exile by Fardo never left him; they were only repressed. Jonas traveled through much of Mid-World (and perhaps even beyond) over the decades. While captive in the distant Barony of Garlan (perhaps during the civil war that erupted there), he received a back full of crisscrossed whip scars. Not long after this event he formed an alliance with Clay Reynolds, a man about half his age. Jonas eventually took another

rogue by the name of Roy Depape under his wing, and the trio became known as the Big Coffin Hunters, named for the coffin-shaped tattoos they received in the town of Wind shortly after Depape joined with them. Jonas history as a failed Gunslinger remained his darkest secret — not even Reynolds or Depape were certain of his past (although they had their own theories).

Jonas was the oldest, wisest, and most dangerous of the Big Coffin Hunters. As the group's leader, he often became infuriated by the incompetence of his partners, especially the dim-witted Depape. He preferred Reynolds to Depape, if only because Reynolds was less gullible and slightly more intelligent (and because Jonas did not need to explain instructions to Reynolds several times before he understood). With straggly white hair; a long moustache; tanned skin; red-rimmed, emotionless eyes; a wavery, weathered voice; and a fine silk shirt, Jonas prided himself on never breaking a promise to himself or double-crossing an employer, regardless of whether he agreed with their actions.

Within the past year, Jonas and the Coffin Hunters agreed to carry the pink seeing sphere of John Farson to the town of Hambry for safekeeping and to watch over Farson's interests in the region. He was also tasked with remaining in Hambry in order to ensure that the crude oil Farson had arranged to obtain from Hambry's Horseman's Association was ready for delivery to Farson's refinery in End-World. Arriving in Hambry with the Pink One several months ago, Jonas made contact with Kimba Rimer, the Mayor's Chancellor and an ally of John Farson, and was soon inaugurated as the chief of the Mayor's newly-installed security staff. He was convinced that the Pink One would best be left with Rhea Dubativo, the old witch-woman who lived on the nearby Cöos Hills, where a Gunslinger would not go looking for it. The ever-vigilant Jonas sensed that a storm was coming and played his cards carefully, having left distractions like the maintenance of saloon prostitutes to his younger associates (although he did engage in a brief physical relationship with the Mayor's younger sister, Coral Thorin). Upon learning of the impending arrival of three Affiliation supply counters, Jonas immediately suspected that the Affiliation was sending their wayward sons to do much more than merely take inventory and look for non-mutant horses.

As the date of the scheduled delivery of the oil tankers to Farson's refinery rapidly approached, Jonas and George Latigo, a Chief Lieutenant in the Good Man's Revolutionary Army, decided that it was finally time to take action against the three young Affiliation supply counters, who Jonas long suspected were Gunslingers in disguise. Together with Coral Thorin, Jonas and Latigo plotted to kill the Mayor and then blame the Affiliation visitors for the murder. The Mayor's murder went as planned and the Affiliation supply counters were placed in custody in connection with the crime, but they soon escaped and proceeded to destroy John Farson's interests in Hambry. As Jonas retrieved the pink seeing sphere from Rhea Dubativo and proceeded to deliver it to Lieutenant Latigo so it could be returned to Farson, he was ambushed in the tall Bad Grasses outside Hambry by the Affiliation boys. Roland Deschain, the leader of the boys who Jonas most despised, revealed his true heritage as a descendant of Arthur Eld before killing Jonas with two bullets to the head. Roland then seized the pink seeing sphere that Jonas had been carrying.

HEIGHT: 6'1"

HAIR: White

WEIGHT: 175 lbs.

EYES: Light blue

SPECIAL SKILLS: Jonas was a very cautious and skilled strategist, almost always carefully assessing a situation before rushing in. He knew the tricks and strategies of the Gunslingers as a result of his time training with them. Although he walked with a pronounced limp (caused by the severe injury he sustained during his failed attempt to become a Gunslinger), Jonas remained a formidable gunman, horseman, and hand-to-hand combatant.

EQUIPMENT: Jonas carried a black-handled revolver, which was always hung low on his hip in the Gunslinger tradition, although it was not nearly as large as the Gunslinger revolvers with the sandalwood grips.

CLAY REYNOLDS



REAL NAME: Clay Reynolds

ALIASES: None

NICKNAMES: None

PLACE OF BIRTH: Unknown

OCCUPATION: Freelance regulator / enforcer

AFFILIATION: The Big Coffin Hunters, John Farson, the Outer Dark

KNOWN RELATIVES: None

EDUCATION: Informally trained in Gunslinger tactics by Eldred Jonas

HISTORY: Womanizer. Philanderer. Narcissist. The vain Clay Reynolds had been riding with Eldred Jonas since he was only fifteen years old. Over a decade and a half later, he still didn't fully understand the leader of the Big Coffin Hunters. But Reynolds had come to learn that it was best not to share his thoughts, because doing so would more often than not result in Jonas giving a rambling lecture about other worlds he had visited in his lifetime through "the special doors."

Reynolds had been riding with Jonas longer than their youngest associate, Roy Depape, and was favored by Jonas, who recognized that Reynolds was more astute and less glib than the youngest Coffin Hunter. Also, unlike Depape, Reynolds did not constantly seek Jonas' approval and pester him with questions, which Jonas appreciated. But Reynolds was not nearly as loyal to Jonas as Depape, and had on occasion contemplated breaking off his relationship with his long-time riding partner when it seemed that there were more lucrative opportunities elsewhere. With black hair and a flashy silk-lined cloak, the well-groomed Reynolds abhorred the notion that the Big Coffin Hunters must remain in Hambry for an extended period of time on their most recent assignment. He disdained the backwater hamlet, as well as the farmers and fishermen who inhabited it. But his hatred of Hambry did not stop Reynolds from his true passion in life — women, as he has bedded many in the upper rooms of the Traveler's Rest during his short time in town. Reynolds concerned himself more with his immediate duties rather than with the intricate details of Jonas' schemes . . . he was never even aware that the Coffin Hunters were hired by Chancellor Kimba Rimer rather than Mayor Hart Thorin to serve as the Mayor's security force. This was fortunate, since Reynolds had harbored a deep hatred for Rimer ever since their first meeting in the woods adjacent to Eyebolt Canon one month earlier when Reynolds believed Rimer made fun of his beloved cloak.

When Eldred Jonas, Coral Thorin, and George Latigo devised the plan to kill the Mayor and frame Roland Deschain and his friends for the death, it was Reynolds and Depape who infiltrated the Mayor's Seafront hacienda to do the dirty work. While Depape killed the Mayor and placed evidence at the scene to implicate Roland's group, Reynolds entered the quarters of Kimba Rimer and ended the Chancellor's life (finally getting Rimer back for the insult directed at his lovely cloak). Later, after the Coffin Hunters abducted Susan Delgado, Clay Reynolds was instructed by Eldred Jonas to take the girl back into town while Jonas and Depape met with Latigo at Hanging Rock. Fortunately for Reynolds, this assignment allowed him to narrowly avert death, as his fellow Coffin Hunters were ambushed by Roland's friends in the Bad Grasses and never reached their destination. Now on his own, Reynolds quickly coupled up with Coral Thorin and began planning for life after the Coffin Hunters. Reynolds' current whereabouts are unknown, although it is rumored that John Farson is quite angry at the Coffin Hunters' inability to ensure the delivery of the crude oil and his seeing sphere.

HEIGHT: 6'0"

WEIGHT: 188 lbs.

HAIR: Black

EYES: Brown

SPECIAL SKILLS: Clay Reynolds is an intelligent and capable gunman. Although not an accomplished planner and strategist like the late Eldred Jonas, he carries out orders competently and efficiently with no questions asked. A quick thinker and a valuable right-hand man, his only drawbacks are his willingness to switch allegiances when it suits his long-term goals and his sometimes irrational phobias, such as his fear of contracting rabies.

EQUIPMENT: Reynolds carries an old five-shooter.

ROY DEPAPE



REAL NAME: Roy Burton Depape
ALIASES: None
NICKNAMES: None
PLACE OF BIRTH: Unknown
OCCUPATION: Freelance regulator / enforcer
AFFILIATION: The Big Coffin Hunters, John Farson, the Outer Dark
KNOWN RELATIVES: Amos Depape (brother)
EDUCATION: Informally trained in Gunslinger tactics by Eldred Jonas

HISTORY: At about twenty-five years old, red-haired Roy Depape was the youngest of the Big Coffin Hunters and the last member to be inducted into their ranks. He was also the least intelligent and most reckless of the three Coffin Hunters, often kept in line by Eldred Jonas' physical beatings. Young Depape, who was already an accomplished thief, was recruited into Eldred's Coffin Hunters just prior to business the group had in the mining village of Ritzy. Eldred Jonas and Clay Reynolds had been hired by the owner of a mining operation to assassinate the chairman of the Ritzy Coalworker's Guild, and Jonas thought Depape's accuracy and quickness would allow them to accomplish their mission with minimal complications. Depape's quickness on the draw was probably his only redeeming characteristic, and the only reason that Eldred Jonas kept him around after the Ritzy job was completed. Depape was not very good at recalling the past (sometimes unable to recall even his own age) and was a very heavy drinker (rarely awaking without a hangover). Although he was often the focus of Eldred Jonas' rage, Depape nonetheless constantly strived to impress Jonas. He was very spiteful and developed a hatred for Sheemie Ruiz, a dim-witted young worker employed at the Traveler's Rest whom Depape often tormented during the course of an ordinary night at the saloon.

When Eldred Jonas, Coral Thorin, and John Farson's Chief Lieutenant George Latigo devised the plan to kill the Mayor and frame Roland Deschain and his friends for the murder, it was Depape and Reynolds who infiltrated the Mayor's Seafront hacienda to do the dirty work. It was Depape who slit the Mayor's throat, mutilated his corpse, and then planted evidence at the scene of the grisly crime to frame Roland and his friends. Shortly thereafter, on the day that the oil tankers were to be transported from Hambry to John Farson's refinery in End-World, Depape rode with Jonas toward Hanging Rock, where they were to rendezvous with Lieutenant Latigo and deliver the pink seeing sphere that Farson had entrusted to Jonas. But Jonas and Depape never reached Hanging Rock, as they were ambushed by Roland and his friends, who had since escaped custody, in the tall Bad Grasses outside Hambry. In the melee that ensued, Depape was killed by Curthbert Allgood, one of Deschain's friends who had previously had an altercation with Depape at the Traveler's Rest Saloon.

HEIGHT: 5'9" **WEIGHT:** 195 lbs.
HAIR: Red **EYES:** Green

SPECIAL SKILLS: Roy Depape's reflexes were legendary and it was said that he drew his gun with the speed of a snake. In hand-to-hand combat, he was able to pinpoint his enemy solely by the sound of his voice.

EQUIPMENT: Depape carried an old five-shooter.

PAT DELGADO

REAL NAME: Patrick Delgado

ALIASES: None

NICKNAMES: Big Pat

PLACE OF BIRTH: Hambry, Barony of Mejis

OCCUPATION: Official stockliner of the Barony of Mejis

AFFILIATION: Barony of Mejis, the Affiliation

KNOWN RELATIVES: Susan Delgado (daughter, deceased); Hiram Delgado (father, deceased); Cordelia Delgado (sister, deceased)

EDUCATION: Apprenticeship to the Barony's previous stockliner

HISTORY: A working class man with a tanned face and stubbled chin, "Big" Pat Delgado's horsemanship skills were known throughout both the Outer and Inner Baronies. He was said to be the best horse drover ever to work Mejis' Western Drop. His skills eventually earned him the position of official stockliner for the Mejis Barony, a job he held for nearly thirty years, and which placed him in charge of nearly all of the Barony's horses. In this position, Pat kept detailed stockline books tracing the genealogy of the Barony's horses, often working from the makeshift office he constructed in the back of his stable. Despite his success as a drover, he did not own the land on which his family lived; rather, it belonged to Hart Thorin, who would later be elected Mayor of Hambry. Pat served as Thorin's indentured laborer, managing the Thorin family horses in exchange for rights to the land.

Pat was also a laid-back and kind-hearted family man. His wife died at a young age, leaving Pat to raise his only child, Susan Delgado, on his own. When his sister, Cordelia Delgado, had nowhere else to go, Pat took her in and she assisted in Susan's upbringing. Although Susan and Cordelia were often at odds with each other, Pat's love for both of them was so great that it made them love each other. Often seen smoking his favorite red "thinking pipe," the easy-going Pat had a "life goes as it will" attitude, much to the dismay of his constantly nervous sister.

As Mejis' stockliner, he dealt frequently with the wealthy ranch owners and horse breeders of Hambry's Horsemen's Association. In fact, he formed a friendly relationship with wealthy rancher Fran Lengyll, president of the Horsemen's Association. The two of them frequently rode out together even though they were of different social classes. This proved to be Pat's undoing, since Fran Lengyll and the other traitorous members of the Horsemen's Association murdered him when he refused to betray the Affiliation and switch his allegiance to John Farson. The general public was informed that Pat Delgado was tragically killed in a freak accident. His daughter heard the news from Fran Lengyll, who informed her that Pat's horse Ocean Foam rolled over on top of him, killing him instantly, when it was spooked by a snake in the grass. Susan was devastated at the news of her father's passing... but his loss would have hurt her even more if she had heard the rumors that it was not a horse accident that killed Pat Delgado, but his supposed friends.

HEIGHT: 6'3"

WEIGHT: 198 lbs.

HAIR: Blond

EYES: Grey

SPECIAL SKILLS: Pat Delgado was an extremely skilled horseman and a very capable stockliner. His skills and abilities were known throughout Mid-World.

EQUIPMENT: None.



SUSAN DELGADO

REAL NAME: Susan Delgado

ALIASES: None

NICKNAMES: None

PLACE OF BIRTH: Hambry, Barony of Mejis

OCCUPATION: Future gilly/jilly to Hambry's mayor, Hart Thorin

AFFILIATION: The Affiliation, Roland Deschain, the White



KNOWN RELATIVES: Patrick Delgado (father, deceased); Hiram Delgado (grandfather, deceased); Cordelia Delgado (aunt, deceased)
EDUCATION: Informal apprenticeship with her father, former Official Stockliner of the Barony of Mejis

HISTORY: Susan Delgado's mother died when she was very young and Susan grew up as a bit of a tomboy, tagging along after her father, the drover Pat Delgado, whenever he would let her. While Susan was still young, Pat's sister Cordelia moved into the Delgado household and acted as sort of a surrogate mother to Susan, although Susan always felt that her aunt was ill-tempered and distrustful. Nonetheless, the headstrong Susan got along with her "Aunt Cord" for the sake of her father and the three lived a relatively happy life until Pat's sudden and unexpected death. The news of Pat's demise came from her father's friend Francis Lengyll, who said Pat had been thrown from his horse and crushed. Susan was utterly devastated, and the tragedy was only compounded by Aunt Cord's hysteria over what would become of the land on which the Delgado house stood,

which was owned by Mayor Hart Thorin, an elderly man who Susan knew since she was a child due to his business relationship with her father. At Mayor Thorin's suggestion, Cordelia arranged to have Susan bear Thorin's child, and Susan reluctantly agreed to the arrangement after Cordelia came to her crying that they would both be thrown off the land since neither of them possessed legal right to it following Pat's death. But Susan was persuaded to accept Thorin's offer under the impression that he only wanted a single male heir, not that he wanted a long-term mistress. Soon regretting her decision, Susan began to resent her Aunt Cord, whom she felt had deceived her in order to gain control of the house, land, and horses once belonging to her and her father.

Susan was tall for a girl, with bright grey eyes and golden hair that hung nearly to the lyre of her hips. For recreation, she often rode her horse at night, much like she had with her father prior to his passing. Although she had never traveled outside of Hambry's borders and had little formal education, Susan was nonetheless very intelligent, clever and perceptive. She often wore jeans, farm shirts that had belonged to her father, riding gloves, and booted heels, although her Aunt Cord began pressuring her to dress in a more ladylike fashion after she agreed to become Mayor Thorin's mistress.

Recently, Susan was forced by her Aunt Cord to visit Rhea Dubativo, the witch-woman who resides on Coos Hill, so that the hag could confirm that Susan was still a virgin. Rhea determined that she was, but declared that Mayor Hart Thorin could not consummate his relationship with Susan until the night of the Reap Festival, which was three months away. Relieved that her relationship with Thorin would be delayed, Susan started on her way home from Rhea's hut, happening upon a young stranger named "William Dearborn" on the way. After only a brief moment shared with the strange boy from the Inner Baronies, Susan found it difficult to get the image of the handsome young man out of her mind. Dearborn eventually revealed his true identity as Roland Deschain to Susan, and the two became clandestine lovers, with Susan becoming pregnant with Roland's child. Tragically, their secret love was discovered by the witch Rhea. Meanwhile, the Big Coffin Hunters, John Earson's agents within Hambry, assassinated Mayor Thorin and accused Roland and his friends of the grisly murder. Learning that her beloved Roland had been taken into custody (and knowing that he could not possibly have been responsible for the Mayor's death) Susan entered the Sheriff's Office where Roland and his friends were being held and reluctantly shot Sheriff Herk Avery and Deputy Dave Hollis dead. After escaping custody, Roland instructed Susan to hide in a hut in the tall Bad Grasses outside Hambry. Susan did as she was told, but was nonetheless located and captured by the Big Coffin Hunters, who brought her back into town. After the kind-hearted Olive Thorin, the Mayor's widow, led a failed attempt to free Susan, the angry townsfolk of Hambry decided to carry out their warped revenge upon the captive girl, who, along with Roland's unborn child, was burned alive in a ritualistic Charyou Tree fire on Reap Night. As Susan died, she proclaimed her love for Roland.

HEIGHT: 5'8"

WEIGHT: 124 lbs.

HAIR: Blonde

EYES: Grey

SPECIAL SKILLS: From her early childhood years riding with Pat Delgado, Susan had become an accomplished horsewoman.

EQUIPMENT: Susan rode Pylon, a two-year-old rosillo horse given to her as part of her arrangement with Mayor Hart Thorin. For protection, she always carried a knife in her belt.

CORDELIA DELGADO



REAL NAME: Cordelia Delgado

ALIASES: None

NICKNAMES: Cord

PLACE OF BIRTH: Hambry, Barony of Mejis

OCCUPATION: Old maid

AFFILIATION: None

KNOWN RELATIVES: Hiram Delgado (father, deceased); Patrick Delgado (brother, deceased); Susan Delgado (niece, deceased)

EDUCATION: Minimal home tutoring

HISTORY: The sister of horse drover Pat Delgado, Cordelia Delgado was taken in by her brother shortly after his wife's death, when Cordelia had nowhere else to go except the Quarters, where the barony's many prostitutes congregated. Although she was often at odds with Patrick's only child, Susan, Cordelia became a surrogate mother to the girl and raised her into adolescence. Unfortunately, after Pat's recent death, the relationship between Cordelia and Susan rapidly deteriorated, partly because of the way in which Cordelia planned to remove the indenture from their homestead, located on the edge of

the Western Drop. Pat never owned the land on which the Delgados lived; rather, that land belonged to Mayor Hart Thorin and Pat served as his indentured worker, managing the Thorin family horses in exchange for use of the land. Upon Pat's untimely death, however, Cordelia feared that Susan and she would be made homeless, so Cordelia convinced sixteen-year-old Susan to bear Mayor Thorin a child, since his wife had become barren as she aged and he wanted a male heir (Thorin had been interested in Susan for years, and he was the one who originally devised the arrangement before proposing it to Cordelia). Although Susan was initially pressured into agreeing to the arrangement, she had since regretted her decision and blamed Cordelia for manipulating her into the situation.

Cordelia had sharp, beady, inquisitive eyes above her narrow blade of a nose. Her chestnut hair was gradually losing its shine and turning grey, but she stayed amazingly thin for the amount of food she ate. Although she bragged of past romances, she knew very little about men and was in reality an old maid, spending her nights alone in a rocking chair by the fireplace as she edged lace at nearly supernatural speeds. Cordelia was sour, supercilious, and often suspicious of Susan, at whom she often shot disapproving glances. She wore high-necked dresses with choker collars in order to hide the wrinkles on her aging neck. Even though she often pled poverty, Cordelia actually squirreled her money away for herself, including the money she was receiving from Hart Thorin for Susan's services. Cordelia believed that Susan's bitter attitude toward her was unfounded because Susan owed her for caring for her as a child. She hoped to have the Delgado family house all to herself once Susan consummated her deal with Mayor Thorin. Cordelia also developed a fondness for Eldred Jonas, leader of the Big Coffin Hunters, although Jonas was only feigning interest in Cordelia in order to obtain information about Susan and Roland Deschain.

After Susan freed Roland Deschain (who had been arrested and jailed for killing the Mayor, a crime he did not commit), from jail, Cordelia disowned her niece. Shortly after, Cordelia was hypnotized by Rhea Dubativo, who fed upon Cordelia's blood and coerced her into leading the mob that sacrificed Susan to the Charyou Tree fire. Cordelia convinced the people of Hambry that Susan was the one who seduced Roland and arranged for him and his friends to murder Mayor Thorin, prompting the mob to call for Susan to be burned alive as their forefathers did in the days of Eld. Immediately after Susan's death, Cordelia broke free from Rhea's control and threw herself upon the Charyou Tree's flames.

HEIGHT: 5'5"

WEIGHT: 130 lbs.

HAIR: Brown

EYES: Grey

SPECIAL SKILLS: Known throughout Hambry for her sharp tongue, Cordelia Delgado is a skilled amateur seamstress and knitter.

EQUIPMENT: None.

EYEBOLT CANYON



HISTORY: Located on the seacoast side of the Barony of Mejis, Eyebolt Canyon lies to the northwest of the town of Hambry (beyond the Western Drop, the Bad Grasses, and the arid desert wasteland where Hanging Rock stands) and ten miles to the north of Cöos Hill. From a distance, Eyebolt seems like an ordinary box canyon: very short and steep-sided (too steep to climb in most areas) with a choke of brush piled at the canyon's mouth. But there is much more to Eyebolt Canyon than meets the eye.

Even from the Western Drop, one can hear the haunting cry of the thinny — a demonic entity which appears as a rotting sore eating through the flesh of the space-time continuum and which has chewed its way into the far end of Eyebolt Canon. Although some argue that it is a sentient creature, many believe that the thinny is merely a place where the fabric of existence has worn nearly entirely away. It has no mind and no allegiance — only an insatiable hunger. Its moaning, insectile whine terrifies passers-by, both man and beast. Its nauseating squall is not a sound to which one can become acclimatized — the longer a person remains in the thinny's vicinity, the faster the sound of its whine seeps into the skull and scrapes away at the brain. The hungry thinny attempts to lure its victims into its clutches by murmuring endearments and promises of eternal bliss to those who would willingly give themselves to it.

When one descends into the canyon, the smoky, silver-green shimmer of the fluctuating thinny can be seen, sluggishly lapping at the rocky walls which contain it in the rear third of the canyon. Within the thinny's translucent being is a varied assortment of crustacean-like creatures. When potential prey approaches, the thinny stretches out an arm-like appendage and engulfs its meal in a brief and unfocused flash of greenish electricity. The prey is pulled back into the thinny's body where it has no chance of escape and is soon eaten alive by the crustacean-like creatures which inhabit it. The remainder of the canyon is filled with the bones of animals which had wandered into Eyebolt and found themselves unable to find a way out.

The thinny was instrumental in Roland Deschain's plan to defeat the soldiers sent by John Farson to obtain his supply of oil from Hambry. After getting the attention of George Latigo, one of Farson's high-ranking lieutenants, by detonating the oil tankers about to be transported to Farson's End-World refinery, Roland and his friends lured Latigo's men into depths of Eyebolt Canyon. Although the men thought the boys were headed toward a dead end, they soon found themselves sacrificing their bodies and souls to the thinny. Even Lieutenant Latigo succumbed to the demon's enticing cries. Only Roland and his friends, who had previously experienced the thinny's murmurs, emerged from Eyebolt Canyon alive.



HORSEMEN'S ASSOCIATION

MEMBERSHIP: Francis "Fran" Lengyll (President), John Croydon, Hash "Rennie" Renfrew, Laslo Rimer, Henry "Hank" Werner, Jake White

BASE OF OPERATIONS: Hambry, Barony of Mejis

AFFILIATION: John Farson; formerly the Affiliation

PURPOSE: To further their collective agendas and interests

HISTORY: Comprised of Hambry's wealthiest and most influential ranch owners, stockliners, and livestock owners, the Horsemen's Association is an elite society dedicated to furthering the common interests of its members. The current President of the Association is Francis "Fran" Lengyll, a large man with wind-burned cheeks, pale eyes, and a heavy gray-blond moustache. Often wearing a box-tail coat and string tie with a broad-collared duster, the wealthy Lengyll is the owner of one of the Barony's only machine guns. Like many of the Association's members, Lengyll lives on the side of Hambry facing the Western Drop, where he owns the Rocking



B ranch. He is also credited with owning the largest generator in Hambry.

Even bigger and blockier than Lengyll, Hash "Rennie" Renfrew is another of the Association's more influential members. As the owner of the Lazy Susan, Hambry's largest ranch located at the edge of the Bad Grasses, Renfrew is a skilled rider, accustomed to using the stars to navigate through the oceans of tall, poison grass that border his property.

Other members of the Association include John Croydon (owner of the Piano Ranch and several small orchards), Jake White (owner of

many of the apple orchards north of Hambry), Henry "Hank" Werner (the Barony's current horse stockliner, having been promoted to the position after the untimely death of the Barony's former stockliner, Patrick Delgado), and Laslo Rimer (the stony-hearted older brother of Chancellor Kimba Rimer and owner of the Rocking H ranch). The Garbers (owners of the Bar K ranch northwest of town near Eyebolt Canyon) were also once affiliated with the Horsemen's Association, but they gave their land to the Association approximately seven years ago after the annual fire set at the mouth of Eyebolt Canyon raged out of control and burnt down most of the Bar K's buildings. Only the stable, bunk house, and cook house were spared.

Although Hambry (and by extension the Horsemen's Association) was traditionally viewed as an ally of the Affiliation, for the past forty years times have been hard for the sleepy baronies bordering the Clean Sea, and even the wealthiest citizens have felt the squeeze of economic crisis. Since Affiliation patrols have not passed through the town in some time, the Association's good will toward the Affiliation has turned to indifference, and temptation to join the enemy's cause looms large.

It was through Association member Laslo Rimer that Fran Lengyll and John Croydon first became involved in the shady dealings of Chancellor Kimba Rimer, who conspired with agents of John Farson to supply the Good Man's armies with rare resources that only Hambry could offer in exchange for wealth and power. Although Lengyll's family had historic ties to the In-World powerbase, he believed the wind was changing direction (in favor of Farson), and so desired to ally himself with a perceived winner rather than the outdated Affiliation. Though secretly allied with Farson, the Horsemen's Association still pretended to be loyal to the Affiliation. In order to uphold this façade, they maintained no direct contact with the Good Man. Rather, George Latigo, one of Farson's Chief Lieutenants, gave instructions to Kimba Rimer, who then passed on the information to the Association members.

But not all of those close to the Horsemen's Association approved of this new allegiance. When the Barony's official stockliner, Pat Delgado, learned of the deal brokered between the Horsemen's Association and Farson, he threatened to expose it. Hence, Lengyll was forced to orchestrate his murder, blaming it on a freak horse-riding accident. Delgado was succeeded by Hank Werner as the Barony's Official Stockliner, an Association member who could be trusted with the organization's traitorous secrets.

Most recently, the Big Coffin Hunters arrived in Hambry acting as Farson's agents. With the help of Chancellor Kimba Rimer, Lengyll, and Croydon, the Coffin Hunters began collecting Hambry's oil supply so that it could be sent to the Good Man's refineries. To aid in Farson's plans, the Association secretly assembled a small army of ranch hands, cowboys, and town tough-boys to complete any dirty work that Farson might require. Although they were armed mostly with bolas and old musketoons, the group assembled by the Horsemen's Association was a formidable force, if only for their sheer number.

However, the grandiose plans of the Horsemen's Association were ruined when Roland Deschain and his companions from Gilead uncovered the traitorous scheme and set fire to the oil tankers that were ready for transport to Farson. Hiding in the tall Bad Grasses near Hanging Rock, where the oil tankers were being stored until transport, Roland and his friends ambushed the Association's lackeys and the Big Coffin Hunters as they rode to meet with Farson's representatives at Hanging Rock. In the melee that ensued, approximately thirty members of the Horsemen's Association and their allies were killed.

REAPTIDE FESTIVAL

Following the Kissing Moon of midsummer, the Peddler's Moon of late summer, and the Huntress Moon of early fall, the Festival of Reap is celebrated in most baronies of Mid-World. It marks the true end of the farming year, when the Demon Moon becomes full and the harvest is complete. The festival traces its roots all the way back to the days of Arthur Eld, when the Prim-spawned demon-wizard known as Maerlyn convinced the inhabitants of the Town of Brockest (located on the edge of the world closest to the receding Prim) to forsake Gan and the gods of Mid-World and instead worship the gods of the Great Old Ones known as the can-char. Specifically, Maerlyn suggested that the people of Brockest burn one of their fellow citizens as an offering to the can-char, the gods of Reap. Although initially reluctant, the increasingly desperate townsfolk eventually built a bonfire out of the remains of a ghostwood tree (referred to as the "Charyou Tree" due to its connection with the ancient gods of death) and did as Maerlyn had instructed. To their shock, the next spring, for the first time since the Great Cataclysm, the barren fields turned green and two babies were born in Brockest. Word soon spread to other villages, and soon belief in the Charyou Tree became unshakable as autumn Reap fires burned across All-World.

Although Arthur Eld promulgated an ineffective ban against the practice of human sacrifice associated with Reap, he soon realized that a compromise would have to be reached in order to stop the Charyou Tree fires. Thus, only one human would be sacrificed to the Reap in All-World per year, and that person would be determined through a lottery. Later, the Eld's barren wife, Queen Rowena, conspired with a mysterious witch from the Barony of Garland to conceive a child on her own and exact revenge upon the Eld's mistress, Emmanuelle Deschain, who had previously born him a male heir. By manipulating the forces of the Outer Dark, the witch arranged events so that Emmanuelle Deschain was selected in the Reap lottery and burnt upon the charyou fire and that Queen Rowena became pregnant with the son she had always wanted. However, when it was revealed that Rowena's newborn child was a were-spider rather than a human, the people of All-World finally realized the true nature of the can-char. At that year's Reapride festival, offerings were once again made to Gan and human sacrifices were replaced with "stuffy guys," straw bundled together in the shape of a human.

In the centuries since then, Reap Night celebrations have taken different forms in Mid-World's various regions. In Hambry, preparations for the festival begin weeks in advance, when the last apples are plucked from the orchards and the final potatoes are pulled from the soil. In Green Heart, Hambry's grand garden pavilion on Hill Street, decorations such as banners and lanterns begin to be prepared and hung in anticipation of the festival. A large stage is erected at the far end of Green Hart and adorned with a variety of autumnal flowers. Diagonally from the stage, sticks and boards are carefully piled for the traditional Reap bonfire that always marks the end of the festival. Although the folk of Hambry have also adopted the less barbaric practice of burning stuffy guys in effigy, a troublemaker accused of particularly heinous crimes is occasionally sacrificed to the charyou bonfire, just as in the ancient days of Eld.

The week before the festival is always a politically significant time when wealthy citizens and political leaders from the furthest corners of the Barony of Mejis convene upon Hambry to attend conversational at the Mayor's residence at Seafrost. When Reap's Eve finally arrives, townsfolk are usually in a joyous, celebratory, and oftentimes amorous mood, decorating their clothing with Reap charms to mark the festive occasion. Hambry's saloons swell with customers and women are often kissed on the streets by men they do not know; in fact, the inebriated revelry often leads to a slew of babies (known as "New Earth babies") being born approximately nine months after the Reap. While the adults engage in their own private festivities, the younger citizens of Hambry are entertained throughout the day by games, rides, fireworks, turkey runs, pumpkin-carving contests, pig scrambles, riddling competitions, and dancing. As in Gilead, Hambry also chooses a "Reaping Girl" every year who is escorted to the festival by an elected "Reaping Lad" and paraded in front of the townspeople in five different dress costumes during the course of the day. The next morning, known as Reap Morn, marks the first day of winter.

This year's Reap Night Festival was of particular interest to Mayor Hart Thorin. Since his wife was barren, Thorin had entered into an agreement with Cordelia Dêlgado and her sixteen-year-old niece Susan in which Thorin would grant them the property rights to their land and three horses in exchange for Susan bearing him a male heir. But upon inspecting Susan's body to confirm her chastity, Rhea Dubativo, the eccentric witch-woman of Cços Hill, declared that Thorin could not consummate his relationship with Susan until the night of Reap's Eve. Although Thorin was initially disheartened by the unexpected delay, he used his political power to ensure that Susan was chosen as this year's Reaping Girl and eagerly awaited the arrival of the festival.

RHEA OF THE CÖOS



REAL NAME: Rhea Dubativo

ALIASES: None

NICKNAMES: Rhea of the Cöos, Rhea of Cöos Hill, Weirlding of the Cöos

PLACE OF BIRTH: The Barony of Delain

OCCUPATION: Apothecary, witch

AFFILIATION: The Outer Dark

KNOWN RELATIVES: None

EDUCATION: Magical training by the forces of the Outer Dark

HISTORY: Rhea Dubativo's life began centuries ago, when Arthur Eld had not yet united the baronies of Mid-World into the Kingdom of All-World and restored order to the land. As a child, Rhea was not very pretty or exceptionally clever, but she made up for these shortcomings with her uncanny memory and enormous capacity for spite. She was a fervent believer in the doctrine of survival of the fittest, and was determined to grow up to be as powerful as possible. Her sharp tongue and temper rendered her very unpopular, even amongst close family members (some of whom actually feared her). With no human friends, Rhea spent her childhood playing with the mutant frogs and worms which inhabited the nearby swamp. It was during one of these solitary swamp play sessions that Rhea felt something blow into her eye. Unknown to Rhea at the time, the microscopic object that was lodged in

her eye was actually a fragment of the Laughing Mirror, an artifact forged from the concentrated evil of the Outer Dark by the demonic wizard Maerlyn long ago. Since Rhea's worldview was already warped and distorted, the mirror fragment merely made her aware of the presence of magic in the world. When looking through her affected eye, she could now see that the swamp in which she played was full of phantoms and spirits.

As a young woman, Rhea honed her increasing magical abilities, and moved to the neighboring barony, setting herself up as a wise woman, although her spells and curses always caused an unexpected hardship to befall the person paying for her services. As a result, the infamous Rhea never remained in one village for longer than a month. The one village that attempted to seek retribution against Rhea for her bad medicine was stricken by the plague, resulting in a sole disfigured survivor. However, when the Crimson King finally came to collect Rhea's decaying spirit, she pleaded with him to allow her life to be extended in exchange for serving the Outer Dark. The Crimson King accepted her offer, instructing her to relocate to the town of Hambry in the Barony of Mejis, where she was to wait for further instructions.

Currently living in her hut atop Cöos Hill, the ragged highlands five miles east of Hambry and ten miles south of Eyebolt Canyon, the ancient Rhea Dubativo is known in six baronies as a woman of unique abilities, but also as someone who should be avoided unless necessity dictates otherwise. The scrawny, bow-legged old woman's demeanor and vocabulary are just as grotesque as her appearance. Her facial features are ravaged; her straggly white hair teems with lice; her cold, corpse-like fingers end in long, claw-like nails; and her wart-tipped nose hangs above a mouth adorned with only a few gruesome teeth. Always clothed in a black dress and constantly reeking of garlic, Rhea rarely interacts with the people of Hambry (due to her belief that men are foolish, strutting, arrogant creatures), only making contact when she needs apple graft delivered from the Traveler's Rest saloon and when she sells her rare goods (such as medicines, hangover powders, love potions, aphrodisiacs, and "mother-in-law silencers") for high prices to the townsfolk. Although she provides valuable products, many residents of Hambry live in fear of Rhea, the majority of them believing that she possesses the power to transform them into locusts if it strikes her fancy. Rhea is attracted to young women, but she becomes particularly malicious when her advances are rebuffed.

Rhea's foul-smelling hut is situated below the windy brow of Cōos Hill, with the door facing north toward the Bad Grass, Hanging Rock, and Eyebolt Canyon. While most living beings abhor the sound of the thimny that emanates from the canyon, Rhea thinks it sounds like a sweet lullaby. Her hut is composed almost entirely of rough stone and is topped with a single, sooty pot of a chimney on which she has painted a hex sign in a sickly yellow hue. The garden in her yard is full of unpicked mutant vegetables, and a single, sickly looking tree (often adorned by a roosting vulture) partially obscures her hut from the beaten path.

Rhea keeps two mutant animals as companions. Musty, her six-legged mutant tomat, has a forked tail split at the end and milky grey-green eyes that match those of Rhea. With its two extra limbs lifelessly dangling from its sides, Musty serves as Rhea's messenger, often descending into Hambry carrying messages for the townsfolk. Ermot, Rhea's poisonous mutant snake with four pairs of fangs, is also well trained, often striking out at unwanted visitors who dared venture too close to Rhea's hut. Ermot also diligently guards the ironwood box in which Rhea keeps her most treasured objects.

Approximately one month ago, the Big Coffin Hunters arrived in Hambry and brought with them the Pink One, one of the seeing spheres of Maerlyn's Rainbow. The decision was made to give the seeing sphere to Rhea on a temporary basis, primarily because it was thought that a curious Gunslinger would never look for it in her remote and filthy hut. Rhea willingly accepted the artifact, which has become her obsession, as she uses it to spy on the private lives of Hambry's citizens. Although once in league with the Big Coffin Hunters, Rhea thought they were nothing more than a trio of swaggering children. She also thought the late Mayor Hart Thorin was a fool, but knew that she should not want such a politically powerful man as an enemy.

Rhea used the Pink One to spy on the inhabitants of Hambry, learning all of their darkest secrets — including the secret romance between Susan Delgado and Roland Deschain, who had recently arrived in Hambry to count supplies on behalf of the Affiliation. But months later, when Eldred Jonas returned to retrieve the Pink One from Rhea so it could be returned to John Farson, Rhea threw a temper tantrum in an attempt to keep her precious seeing sphere to herself. After eventually conceding defeat and relinquishing the sphere to Jonas, Rhea descended from Cōos Hill in her hearse-like cart and visited the home of Cordelia Delgado. Rhea hypnotized Cordelia and proceeded to feed on Cordelia's blood in order to replenish her own lost vitality. Rhea then used her hypnotic influence to persuade Cordelia to ride into town on Reap's Eve and rally a mob to burn her own niece, Susan, on the Reaptime Charyou Tree fire — a punishment meted out to the girl for freeing Roland from custody and killing Sheriff Avery.

HEIGHT: 5'11"

HAIR: White (formerly brown)

WEIGHT: 121 lbs.

EYES: Grey-green

SPECIAL SKILLS: Thanks to her connection to the Outer Dark, Rhea is possessed of an extraordinary vitality which has carried her for centuries beyond her natural lifespan. Her connection with the Outer Dark also enables her to sense and manipulate the forces of magic that exist within Mid-World. In fact, she can ingest enough venom to kill an entire dinner party. Rhea is extensively self-taught in all fields of science. Her knowledge of chemistry enables her to ignite fires without matchsticks and she is accomplished in the field of botany as well, with an intimate knowledge of many of the herbs native to Mid-World. She is very skilled with animals and can train wild beasts to do her bidding.

EQUIPMENT: Rhea possesses a small, silver medallion in her sleeve that she uses, in combination with an ancient incantation, to hypnotize others. On those rare occasions when Rhea does leave the seclusion of her hut to sell her goods to the people of Hambry, she travels in a old, hearse-like cart (drawn by two goats) which is painted entirely black and is overlaid with gold cabalistic symbols. She is also currently in possession of the Pink One, one of the seeing spheres that comprises Maerlyn's Rainbow.

KIMBA RIMER

REAL NAME: Kimba Rimer

ALIASES: None

NICKNAMES: None

PLACE OF BIRTH: Hambry, Barony of Mejis

OCCUPATION: Chancellor and Minister of Inventory of Hambry

AFFILIATION: Barony of Mejis; John Farson

KNOWN RELATIVES: Laslo Rimer (older brother)

EDUCATION: Local tutors

HISTORY: With a narrow chest and a skeletal frame, Kimba Rimer was tall, gaunt, and death-like, although his physical appearance belied his actual vitality. While the top of his head was completely bald, wings of iron-gray hair floated away from both sides of his head and a pair of pince-nez spectacles balanced pompously upon his nose. Upon becoming Mayor Hart Thorin's Chancellor and Minister of Inventory, Rimer moved into the Mayor's mansion at Seafont, where he had a suite of rooms on the upper floors. Included in his living quarters was a high-ceilinged, book-lined study with an ironwood desk and upholstered chair. The room was decorated with purple velvet drapes (the color of royalty, his favorite color). Rimer cared little for the public welfare, however, and was motivated primarily by his aspiration to accumulate vast amounts of wealth and become the town's next mayor. Almost immediately after becoming Chancellor, Rimer began looting Hambry's treasury, keeping half for himself and giving half to the anti-Affiliation terrorist John Farson to fund his war. Along with his older brother Laslo Rimer, a member of the Hambry's elite Horsemen's Association who owns the Rocking H Ranch, Kimba Rimer was secretly supplying Farson with the oil, food, and weapons he needed to defeat the Affiliation.

Although nearly all citizens of Hambry believe it was Mayor Thorin's decision to appoint the Big Coffin Hunters as his new security detail, it was actually the machinations of Kimba Rimer that resulted in the Coffins Hunters receiving this temporary appointment. It was also Rimer (along with Horsemen's Association members Francis Lengyll and John Croyden) who met with the Big Coffin Hunters when they first arrived in Hambry months ago, and it was Kimba Rimer who first suggested that Rhea Dubativo, the witch-woman of Coös Hill, would be the perfect custodian for the pink seeing sphere that the Coffin Hunters were carrying (Jonas Eldred wanted to hide it from the eyes of any prying Gunslingers). Unfortunately for Rimer, it was also during this meeting with the Coffin Hunters that he made an off-handed remark about Clay Reynolds's cloak, a remark to which Reynolds took great personal offense. Although Rimer was the chief employer of the Coffin Hunters, he secretly despised them, although you would not be able to tell so by the false sincerity always present in his voice.

Months later, as the scheduled delivery date of Hambry's crude oil to Farson's End-World refinery rapidly approached, Eldred Jonas, Coral Thorin, and George Latigo conspired to kill Laslo Rimer and Mayor Thorin and then blame their deaths on Roland Deschain, who had been sent to Hambry in order to count supplies for the Affiliation. The Big Coffin Hunters Roy Depape and Clay Reynolds covertly infiltrated the Mayor's Seafont hacienda in the early morning hours. While Depape slit the Mayor's throat, Clay Reynolds (still seething over Rimer's previous remarks about his cloak) quietly ascended to Rimer's private suite and ended the Chancellor's life.

HEIGHT: 5'10"

WEIGHT: 139 lbs.

HAIR: Grey

EYES: Brown

SPECIAL SKILLS: Kimba Rimer is a skilled politician, strategist, and manipulator. He is not above sacrificing the well-being of others to further his own selfish goals.

EQUIPMENT: None.



SHEEMIE RUIZ

REAL NAME: Stanley Ruiz, Jr.

ALIASES: None

NICKNAMES: Sheemie



PLACE OF BIRTH: Hambry, Barony of Mejis

OCCUPATION: Tavern boy

AFFILIATION: The Traveler's Rest; Cuthbert Allgood

KNOWN RELATIVES: Delores Sheemer (mother, deceased); Stanley Ruiz (alleged father)

EDUCATION: None

HISTORY: A mildly retarded young man employed by Coral Thorin as a tavern boy at the Traveler's Rest saloon, Sheemie Ruiz is the bastard son of Delores Sheemer (one of the Rest's prostitutes) and probably Stanley Ruiz (the Rest's bartender). Following Delores' death, Sheemie found himself alone in the world, so he often looked to Stanley for help. Although Stanley is not even certain that Sheemie is his biological son, he likes the boy and so watches out for him.

Sheemie's typical work day begins at nine in the morning, when he strolls into the Traveler's Rest ready to prepare the establishment for another bout of revelry. He begins by scrubbing the brick stoop in front of the saloon. By eleven in the morning he is picking up the horse droppings in front of the saloon with a shovel and dumping them into his wheelbarrow. During the afternoon, Sheemie makes deliveries for Coral Thorin, usually riding atop Caprichoso, the Rest's old pack-mule. At night, during the saloon's peak hours, Sheemie carries a jug around the bar, dumping the contents of unfinished mugs into it so it can be resold as "Camel Piss" for three pennies per double shot. He usually leaves the saloon around two in the morning, often chased out of the establishment by jeers, insults, and beer mugs thrown by drunken patrons. In particular, Roy Depape of the Big Coffin Hunters made a habit of tormenting Sheemie at every available opportunity.

Although Coral Thorin thinks Sheemie is simple-minded and foolish, she likes him because he is honest, always performs his duties with a smile, and (unlike her other employees) never helps himself to a free drink at the bar. Known for his shrill, peculiar laugh and his wide smile full of white, even teeth, Sheemie's snarl of black hair is often covered by a comical pink women's sombrero. He seems to always be in a good mood, wearing a bright smile on even the dreariest of days, and only seems to dislike his job when Coral Thorin forces him to make apple graf deliveries to Rhea Dubativo, as he hates the scary witch-woman's hut on Cöos Hill more than any other place in the barony.

Sheemie found a lifelong friend in Cuthbert Allgood, who saved Sheemie's life when he was about to be killed by Big Coffin Hunter Roy Depape after accidentally spilling a drink on Depape's boots. Later, Sheemie was given a note by Rhea Dubativo, who had used her magic seeing sphere to learn of a secret romance blossoming between Roland Deschain and Susan Delgado. The note, which detailed Susan's forbidden love, was to be delivered to Susan's Aunt Cordelia. But Sheemie instead gave the note to his good friend, Cuthbert Allgood. After Susan killed the Hambry's sheriff and one of his deputies while freeing Roland and his friends from jail, Sheemie was instructed by Cuthbert to remain with Susan in a hut hidden in the Bad Grasses for their own safety. But while Sheemie was going to the bathroom outside the hut, Susan was abducted by the Big Coffin Hunters and taken back into Hambry where she was killed. Sheemie's current whereabouts are unknown, although he almost certainly would like to see his friend Cuthbert again.

Little do Sheemie's acquaintances know that the dull-minded, mild-mannered tavern boy possesses extraordinary psychic powers, most notably the ability to teleport himself and others.

HEIGHT: 5'6"

WEIGHT: 139 lbs.

HAIR: Black

EYES: Brown

SPECIAL SKILLS: Although he is not particularly intelligent or cunning on account of his mental retardation, Sheemie Ruiz secretly possesses several extraordinary psychic and telepathic powers, including the ability to teleport himself and others. However, the use of these powers does not come without a cost, as they usually cause physical damage to his body.

EQUIPMENT: Sheemie Ruiz carries a pocket knife given to him by Stanley Ruiz. For transportation, he rides Caprichoso ("Cappi"), the old pack-mule of the Traveler's Rest. However, Sheemie is an unskilled rider and often struggles with Caprichoso when the stubborn mule refuses to obey his orders.

CORAL THORIN



REAL NAME: Coral Thorin

ALIASES: None

NICKNAMES: None

PLACE OF BIRTH: Onnie's Ford (near Hambry, Barony of Mejis)

OCCUPATION: Saloon owner

AFFILIATION: Traveler's Rest

KNOWN RELATIVES: Hartwell Thorin (older brother, deceased);

Olive Thorin (sister-in-law, deceased)

EDUCATION: Local tutors

HISTORY: The younger sister of Mayor Hart Thorin, Coral Thorin is the proprietor of the Traveler's Rest, Hambry's most popular saloon and brothel. In her youth, Coral was considered a "wild child" and has not changed her lifestyle very much in the two decades since then. Now fifty-five years old, Coral has grown into a morose, sallow woman who regrets the choices she made in life. Although she is reputed to be very wealthy (receiving income from an orchard she owns in addition to the substantial revenue generated by the Traveler's Rest), Coral laments the fact that her only recent sexual partner has been her brother's chancellor, the gangly Kimba Rimer. Although Hart Thorin has joint ownership in the Traveler's Rest, he leaves daily management of the establishment to his sister as he pursues other endeavors. The Thorin family enjoys the extra money the saloon generates, but they loathe its appearance after midnight. Deeply depressed, Coral has started to drink heavily, although she tries to hide it from her employees.

Although not nearly as thin as her older brother, Coral is tall with a narrow frame and is considered rather attractive in a large-eyed, weasel-headed way. The fact that she possesses a hard streak is undeniable, but she does reveal a softer side occasionally, such as her sympathy toward Sheemie Ruiz, her mildly-retarded tavern boy.

After beginning a brief physical relationship with Eldred Jonas of the Big Coffin Hunters, Coral conspired with her newfound lover, as well as John Farson's Chief Lieutenant George Latigo, to kill her own brother and then frame Roland Deschain and his friends, who had been opposing Jonas' activities in Hambry, for the murder. Mayor Thorin's murder went as planned, but Roland and his friends escaped custody and succeeded in killing Eldred Jonas. Coral soon coupled up with Jonas' former associate, Clay Reynolds, although their current whereabouts are unknown.

Located on Hambry's High Street, the Traveler's Rest is the town's busiest saloon, and is frequented by working-class fishermen, cowpokes, drifters, street-toughs, carpenters, conmen, stockmen, boatmen, and, most recently, the Big Coffin Hunters. A pair of batwing doors serves as the front exit to Hambry's High Street. The west end of the Traveler's Rest houses the green felt card tables where games such as poker and Watch Me are played, often ending in fights among the drunken participants. The bar runs the length of the main room. Mounted behind the bar is the head of a mutant elk with two heads, four glaring eyes, and a thick rack of antlers. This strange bear is known to regular patrons as "the Romp." Coral keeps a suite for herself upstairs, but the majority of smaller upstairs rooms are reserved for the Rest's prostitutes and their clientele. Barkie Callahan serves as the Traveler Rest's bouncer and all-around tough man. With a scarred pot-belly that often hangs over his corduroy pants and an ironwood club as his weapon of choice, Barkie often falls asleep before the night is over. The chubby Pettie the Trotter is one of the Rest's many prostitutes, although she realizes her girlhood is well behind her and that her days as a profitable lady of the evening are numbered. Always masked in a heavy coat of makeup and often seen dancing at the piano, Pettie aspires to become a bartender so that she has a job to fall back on once her advancing age renders her undesirable to the Rest's young male patrons. Sheb McCurdy is the Rest's gold-toothed piano player, who starts his act of jagged boogie melodies late in the night and often falls asleep behind his piano in the early morning hours. Finally, Stanley Ruiz serves as the Rest's barkeep. He shares a special bond with the tavern boy Sheemie Ruiz, even though Stanley isn't even certain whether Sheemie is his biological son.

HEIGHT: 5'8"

HAIR: Auburn

WEIGHT: 128 lbs.

EYES: Brown

SPECIAL SKILLS: Coral Thorin is an extremely intelligent, cold, calculating, and cunning businesswoman. She is an accomplished manipulator and strategist.

EQUIPMENT: None.

HART THORIN



REAL NAME: Hartwell Thorin

ALIASES: None

NICKNAMES: Hart

PLACE OF BIRTH: Onnie's Ford (near Hambry, Barony of Mejis)

OCCUPATION: Lord High Mayor of Mejis

AFFILIATION: Barony of Mejis; the Traveler's Rest

KNOWN RELATIVES: Olive Thorin (wife, deceased); Coral Thorin (younger sister)

EDUCATION: Local tutors, served several internships with local politicians in his youth

HISTORY: The narrow-shouldered, thin-legged, twitchy Mayor of Hambry had fluffy white hair that rose like a cloud around the prominent bald spot atop his head. Despite his comical appearance, he had been a dedicated student of politics nearly his entire life. Although Hart and his younger sister Coral were born and

raised in the poor, backwater village of Onnie's Ford, a combination of networking, political astuteness, and good fortune enabled them to become one of Hambry's wealthy, land-owning families. But most recently, politics and the responsibilities of his office became two things furthest from Hart Thorin's mind. His middle-aged wife, Olive Thorin, whom he had come to regard with a certain weary sadness, had proven to be incapable of bearing a child. Desperately wanting a male heir (as well as the fun of planting his seed in a pretty young girl), Hart arranged a deal with Cordelia Delgado to have her niece, sixteen-year old Susan Delgado, bear Hart's child, an arrangement to which Susan reluctantly agreed and almost immediately regretted. In exchange for Susan's maidenhood, Hart had promised to officially take the indenture off the Delgado land (Susan's late father used to manage the Thorin family horses in exchange for the right to live on the land) and give them documentation of ownership of their house near the Western Drop. He also promised to give them three horses over a specified period of months. But unknown to Susan at the time of her initial agreement, Hart wanted much more than a child; he desired Susan as his long-term mistress.

A man in his mid-sixties, the Mayor served as the Guard of the Barony and owned at least a half interest in the Traveler's Rest, although he never visited the saloon and left management responsibilities in the hands of his younger sister, Coral. Hart was prone to blabbering in cultured politician tones, was fond of strong drink, and was even more fond of young girls. He constantly cracked his knuckles and frequently looked anxiously at his esteemed chancellor, Kimba Rimer, as he spoke, as if to make sure that he had not offended Rimer in some way. After all, it was Chancellor Rimer who had been making decisions on behalf of the town ever since Hart became preoccupied with Susan and the eventual consummation of their relationship, which was scheduled to occur on the night of this year's Reap Festival. Hart was not even concerned with the details of the deal Kimba Rimer brokered with the agents of the rebel leader John Farson; all Hart cared about was that he saw his share of the deal's profits. Even though the Big Coffin Hunters were hired as the Mayor's official security detail, it was Kimba Rimer who made that appointment rather than Hart.

Although Hart owned another ranch of his own, he, his wife, and his pet dog Wolf moved into Seafront, the traditional Mayor's residence, upon his election to the office. With a large staff at his disposal consisting of maids, seamstresses, and groundskeepers, Mayor Thorin frequently hosted lavish dinner parties in Seafront's reception room, events attended by the barony's most important residents. As he strutted about wearing his deep orange-red sash (the official color of the Barony of Mejis) and daydreaming about Susan Delgado, he began to look increasingly ridiculous. In fact, the entire town began to regard the Mayor as an incompetent fool and a joke.

Unfortunately for the Mayor, his anticipated relationship with Susan Delgado never came to fruition. As the Reap Festival approached, the Mayor's own sister, Coral, conspired with Eldred Jonas of the Big Coffin Hunters and John Farson's Chief Lieutenant George Larigo to kill Hart and blame his death on Roland Deschain and his friends, who had been sent to Hambry to count supplies for the Affiliation. Hart was rudely awakened early one morning by the Big Coffin Hunter known as Roy Depape, who slit the Mayor's throat and mutilated his corpse before planting evidence on the scene that would implicate Roland Deschain and his friends.

HEIGHT: 5'11"

WEIGHT: 158 lbs.

HAIR: White

EYES: Blue

SPECIAL SKILLS: Mayor Thorin was an accomplished politician, having studied the art of swaying

public opinion and spinning potentially negative news in the most positive light possible. However, since becoming preoccupied with young Susan Delgado, Mayor Thorin began to obsess over his passions and neglect his duties as well as his public image.

EQUIPMENT: None



OLIVE THORIN



REAL NAME: Olive Haverty Thorin

ALIASES: None

NICKNAMES: None

PLACE OF BIRTH: Hambry, Barony of Mejis

OCCUPATION: First Lady of the Barony of Mejis

AFFILIATION: None

KNOWN RELATIVES: John Haverty (father, deceased);

Hartwell Thorin (husband, deceased); Coral Thorin (sister-in-law)

EDUCATION: Home schooled

HISTORY: Olive Haverty grew up as a fisherman's daughter along the coast of the Clean Sea. As a child, she played in the sea-cliff caves that dotted the coastline and knew the area extremely well. Years later, she married aspiring young politician Hart Thorin, a wealthy landowner from Onnie's Ford who was eventually elected to serve as the Mayor of the Barony of Mejis. They were married forty years. Unfortunately, Olive's marital relationship with Hart was not nearly as successful as Hart's political career. With an eye for younger women, Hart began to neglect his plump and pleasant wife as she advanced in years. She began staying in her own room at Seafrost, the Mayor's residence. Unable to bear Hart the male heir he desired, Olive had not shared a chamber with her husband in ten years, and had not shared a bed with him in five.

Although she was deeply saddened by the fact that her husband was no longer interested in her, Olive was still very much in love with Hart, even though she believed he was acting like a prancing loon in anticipation of the consummation of his relationship with young Susan Delgado. The people of Hambry believed that Olive was dithery and slightly confabulated, but in reality she was quite astute and intelligent, qualities which were underestimated by the Hambry townsfolk. In her family's situation, Olive felt humiliated for both herself and her husband. Thorin was being laughed at behind his back, even by his own Chancellor, though he was too busy obsessing over Susan to even notice. More importantly, Olive suspected that something dishonorable and dangerous was transpiring behind Hart's back, and that Chancellor Rimer, Eldred Jonas, and the Horsemen's Association were not disclosing to him everything they knew. Olive was aware of Rimer's corruption and was particularly distrustful of Eldred Jonas, whom she believed to be a horrible, limping monster.

Following the murder of Mayor Thorin, Roland Deschain and his friends, who had been sent to Hambry to count supplies for the Affiliation, were charged with the grisly crime. But Olive knew that these boys from the In-World Baronies were not responsible for the murder. When Susan Delgado, who was charged with freeing Roland and his friends from custody, was captured by the Big Coffin Hunters, kind-hearted Olive attempted to rescue her, only to be killed for her altruistic efforts.

HEIGHT: 5'5"

WEIGHT: 145 lbs.

HAIR: Grey-brown

EYES: Brown

SPECIAL SKILLS: Despite her outward appearance, Olive Thorin was a very astute and perceptive person. She was also one of Hambry's kindest and most compassionate citizens, often putting the needs of others before her own.

EQUIPMENT: Olive Thorin owned a large, ancient pistol which was passed down to her from her grandfather. Although the precise origin of the pistol remained a mystery, Olive claimed it was bestowed upon her grandfather by Affiliation Gunslingers after he was instrumental in helping them defeat a band of pirates who were plundering the fishing villages along the Clean Sea for decades. The pistol featured a handle of yellowed ivory, a filigreed barrel of tarnished silver, and a brass poser-and-spark.

END-WORLD



On the outskirts of Mid-World are the Borderlands, the crescent of land that separates Mid-World from the desolate region of the planet known as End-World. On the Mid-World side of the boundary to the west, the area called the Callas is known for its green, fertile land. However, upon travelling east over the River Whye, one will find himself in the dry wastes of the Calla Badlands and then in Thunderclap, the Land of Darkness that sits on the lip of End-World. In Thunderclap, it seems the world has already ended, with dead fields and deserted villages that roll up out of the gloom. Blasted trees give little shade from Thunderclap's artificial sun, but all is shade and death even at the very outskirts of End-World.

It is in this dead region of End-World that the Crimson King's minions have reactivated the refinery compounds left behind by the Old Ones: gated buildings consisting of a maze of pipes, distillation

columns, and chemical reactors. While refinery operations are overseen by men loyal to Farson's rebel movement, actual work in the refinery is performed by Slow Mutants, a race of humans which were mutated by the toxins released by the Old Ones' catastrophic wars over 1,800 years ago. Due to the dilapidated conditions found in the ancient refineries, there are frequently deadly chemical explosions and acid spills, and the monstrous Slow Mutants are viewed as a more expendable labor force than humans. It is in these refineries that crude oil is distilled into the gasoline needed to power Farson's weapons. These refineries also contain the large warehouses which house Farson's cache of ancient weapons, such as armored tanks, laser weaponry, and rocket launchers.

To the west of Thunderclap lies Castle Discordia, located in the region known as the Discordia Badlands, which was poisoned by none other than the Crimson King. Known as the "Castle on the Abyss," Discordia is the last castle one passes (second only to the Crimson King's Le Casse Roi Russe) before reaching the Dark Tower that lies at the heart of End-World. Castle Discordia looks over the deserted village of Fedic. Beyond the castle's outer wall is the abyss known as the Devil's Arse, a great chasm in the Earth filled with monsters constantly plotting to escape. To the southeast of the Discordia Badlands lies the White Lands of Empathica, snow-laden hills which are still inhabited by wildlife, unlike the areas of End-World that have been poisoned.

The King's Way connects Castle Discordia to Le Casse Roi Russe, home of the Crimson King. Built from deep red stone that has darkened to near black over the years, the castle itself seems to pulse with a crimson glow. Its wide cobbled forecourt (which is used as the Crimson King's execution yard) is guarded by two deserted watchtowers and riddled with black rooks which feed upon the bodies of those executed. Beyond the putrid, yellow-foamed Casse Roi Russe River (which serves as the castle's moat), the castle rises in an intricate tapestry of towers, turrets, and twisting walkways that seem to defy the laws of physics. The central part of the castle is very plain, adorned with only the staring red eye that serves as the Crimson King's sigil.

Finally, the Dark Tower exists at the heart of End-World. Connecting this universe to countless others, it is the linchpin of the time-space continuum which Arthur Eld and his direct descendants have sworn to protect, and which the Crimson King has sought to destroy. Situated in a field of red roses, the looming gray-black tower is believed by many inhabitants of Mid-World to be nothing more than a legend. Emanating from the Dark Tower are the Beams, six stationary energy radii which pass through the Dark Tower and hold it in place. These beams extend throughout Mid-World, affecting the cloud movement, gravitational pull, and space-time alignment along their paths. Two portals exist at the opposite ends of each beam, creating a total of twelve portals in and out of Mid-World. Each of the twelve portals serves as a doorway to other dimensions.

CRIMSON KING



REAL NAME: Unknown

ALIASES: Lord of Discordia, Lord of the Spiders, Los the Red, the Red King

NICKNAMES: None

PLACE OF BIRTH: End-World

OCCUPATION: Ruler of End-World

AFFILIATION: The Outer Dark

KNOWN RELATIVES: Arthur Eld (father, deceased), Crimson Queen (mother)

EDUCATION: Trained in the blasphemous magic of the Outer Dark

HISTORY: Although Arthur Eld's human descendants view the legends of their esteemed ancestor coupling with a demon during his lifetime as blasphemous lies, they are nonetheless true. The result of the Eld's tryst with one of the Great Ones of the Prim was the Crimson King, a terrifying, immortal, shape-shifting were-spider hybrid. The Crimson King can assume the physical appearance of both man and spider. In his preferred gigantic spider form, the Crimson King exhibits glossy black flesh and a bright red, hourglass-shaped marking on the underside of his abdomen. In his human shape he possesses a large hooked nose, full red lips overhung by a single tusk-like tooth, a large beard, and snow white hair. He wears a red robe adorned with moons, stars, lightning bolts, and other cabalistic symbols. In both forms, he possesses glaring red eyes that haunt all those who stare into them as well as a golden crown.

Just as Arthur Eld and his human descendants who serve the White are dedicated to protecting the Dark Tower, the Crimson King, as a servant of the Outer Dark, is obsessed with destroying it as well as all the worlds that spin around it. Although he is a crafty strategist, the Crimson King is also completely sadistic and somewhat insane. He is responsible for countless deaths and numerous tragedies throughout End-World. He was responsible for flooding the region of End-World known as Thunderclap with poison gas, darkening the land, and killing everything that lived there. And just as Gilead's Gunslingers serve the White, the Crimson King's Warriors of the Scarlet Eye (consisting of wolves, vampires, taheen and the assorted mutants of End-World) serve the Outer Dark.

The Crimson King conducts his dark activities from his throne room within Le Casse Roi Russe, an imposing fortress constructed of dark red stone which sits deep within End-World. His castle sits in the middle of a cobbled forecourt which serves as his execution yard, a vile place decorated with fraying nooses displaying the hanged bodies of both men and taheen and haunted by flocks of black rooks which feed upon the bodies of the dead.

In addition to his formidable, inherent magical powers, the Crimson King also possesses six of the thirteen seeing spheres that comprise Maerlyn's Rainbow, all placed on individual pedestals within his throne room. His most prized sphere is Black Thirteen, which he uses to communicate with his loyal agents in Mid-World from the safety of his throne.

The Crimson King's primary operative is the shape-shifting sorcerer Walter O'Dim, who is currently allied with John Farson's rebels in Mid-World in order to further the Crimson King's dark agenda: toppling the Affiliation and ending the human bloodline descended from the Eld and Emmanuelle Deschain. Specifically, the Crimson King has prophesized that young Roland Deschain, of the 30th generation of the Line of Eld, is a potential threat to his plans to destroy the Gunslingers and has ordered O'Dim to see that the boy is either exiled or killed.



HEIGHT: 6'1" (in human form); 8'3" (in spider form)

WEIGHT: 280 lbs. (in human form); 575 lbs. (in spider form)

HAIR: White (in human form) **EYES:** Red

SPECIAL SKILLS: As the spawn of one of the Great Ones of the Prim, the immortal Crimson King possesses several extraordinary abilities. He is adept at shifting his shape, although he is most comfortable in his imposing were-spider form. He is also extremely learned in the various techniques of mind control, as well as several forms of magic. When in his were-spider form, the Crimson King secretes potent venom which paralyzes and then slowly breaks down the organic components of his prey.

EQUIPMENT: The Crimson King possesses a vast arsenal of weaponry from many different worlds and has legions of devoted followers. His most prized possessions, however, are the six seeing spheres created long ago by the wizard Maerlyn. He uses these spheres to view potential future events and to communicate with his minions from the safe confines of Le Casse Roi Russe.

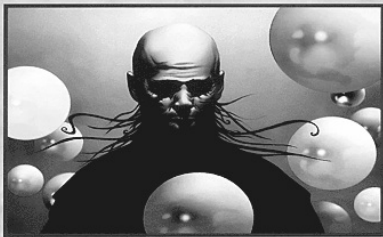


MAERLYN'S RAINBOW

In the beginning, there was nothing but the Prim, the primordial force of chaotic magic which ate away at the nothingness in the universe. Gan, the spirit of the Dark Tower, was the first to erupt from the Prim — and from the ever-growing Gan emerged Mid-World, which eventually broke apart into many parallel worlds spinning around the axle of Gan. As the demon-infested Prim began to recede, many lesser demons became stranded on the shores of the parallel worlds. One of these demons was known as Maerlyn.

As a spawn of the chaotic Prim, Maerlyn cared nothing for stability, logic, or order. Rather, he thrived on the unpredictable nature of raw magic and lived only to create havoc for his own amusement. It was Maerlyn who, in the form of a grey-bearded wizard, taught the Great Old Ones to build the Dogans where they fused technology and magic — and it was Maerlyn who persuaded the Imperium's companies such as North Central Positronics to attempt to claim lordship over the space-time continuum by destroying and then rebuilding the Dark Tower with their own technology. Thus, it was Maerlyn who was indirectly responsible for the Great Cataclysm that befell the world when the Great Old Ones attempted to follow through with the Dark Tower's destruction, causing death and horror to spread like wildfire across Mid-World as society collapsed and disease spread.

Maerlyn was content with his role in what seemed like the end of the world until a young warrior by the name of Arthur Eld began to slowly return law and order to Mid-World. From his subterranean lair at the edge of the Prim, Maerlyn spun the chaotic waters of the Prim into twelve, multi-colored glass seeing spheres, each of which contained the secret of a different form of magic. Next, Maerlyn created the ebony sphere which would come to be known as



Black Thirteen, which contained nothing but the evil of the monster-infested void that existed between worlds. Finally, Maerlyn enchanted each of his thirteen spheres with a curse so that they would bring only despair and sorrow to their users. The spheres collectively represent a corruption of the White, the force that the Gunslingers have sworn to protect.

With his plan nearly complete, Maerlyn and several of his fellow Prim demons arrived uninvited at Arthur Eld's coronation as High King of All-World. Maerlyn offered the Eld the spheres as a gift, but Arthur soon realized that the spheres had been cursed and ordered them to be shattered. When the spheres proved to be unbreakable, the Eld ordered

that they be buried in a cave and never gazed upon again. But thieves were eventually drawn to the glimmer of the artifacts and Maerlyn's Rainbow found its way into the world once more.

Most of the enchanted seeing spheres are believed to have been lost over the centuries, but at least a few are still rumored to be scattered throughout Mid-World. The balls are primarily used for seeing; some look into the future while others look into other demon-infested worlds and reveal the location of secret doors which allow passage between worlds. Still others can look far into our own world and perceive vile acts that most people would rather keep secret. One contains the skill of levitation, while another holds the secrets of telepathy. Maerlyn's Rainbow never sees the good in people, but focuses instead on sins and shameful actions. Given their tendency to steal the life force of their users, the spheres never stay in one pair of hands for very long. No one is sure how much is true and how much is mere myth when it comes to the abilities and whereabouts of Maerlyn's Rainbow.

Unknown to most, six of the thirteen seeing spheres are currently in the possession of the Crimson King, held deep in the heart of his Le Casse Roi Russe in the barren wastes of End-World. His favored sphere is Black Thirteen, the sphere representing the monster-infested void and boasting the ability to open doorways into other worlds. Using the spheres, the Crimson King monitors events on Mid-World and communicates with his various agents operating there.

The sphere known as the Blue One was last seen in the possession of a desert tribe of mutants known as the Total Hogs. The Green One is thought to be hidden somewhere in the city of Lud, while the Orange One was last seen in the ruined city of Dis. The Pink One, also known as Maerlyn's Grapefruit, was believed by the Affiliation to be in the possession of their enemy John Farson, allowing him to plan his battle strategy with full knowledge of where Affiliation forces were deployed. Most recently, however, it has been rumored that Farson lost possession of the Pink One. Little do they realize that the Pink One has been transported eastward to the town of Hambry by the Big Coffin Hunters at the behest of the Crimson King himself, where it was placed in the care of the witch-woman Rita Dubativo for safe-keeping before being taken by Roland Deschain, a first-year Gunslinger and agent of the Affiliation.

The Pink One allows its users to perceive the vilest acts of men: abuse, incest, murder, robbery, and other unsavory crimes. But those who fall under the sphere's spell have little chance of escaping its thrall. Users who touch the Pink One with blood on their hands are sucked into the artifact, existing in a lucid dream while their physical forms remains in the outside world.



WALTER O'DIM



REAL NAME: Walter Padick

ALIASES: The Crimson King's Prime Minister, The Dark Man, The Man in Black, Rudin Filaro, Walter of All-World, Walter the Blind, Walter of End-World, Walter Farden, Walter Hodji, others

NICKNAMES: None

PLACE OF BIRTH: Delain, Barony of Eastard

OCCUPATION: Special Advisor to the Good Man's Revolutionary Army; undercover agent of the Crimson King

AFFILIATION: The Crimson King, John Farson, the Outer Dark

KNOWN RELATIVES: Sam Padick (father, deceased)

EDUCATION: Self-trained in sorcery

HISTORY: A skilled sorcerer and a disciple of the Outer Dark (the force of chaotic evil that opposes the White), Walter O'Dim is a man of many identities and appearances. In the provinces south of Garland, he is known as "Walter Hodji," named for the dark hood that frequently conceals his head. In Gilead, he is known as "Marten Broadcloak," the traitorous advisor to Lord Steven Deschain.

Born ages ago to a humble miller named Sam in the town of Delain, Walter's birth name was Walter Padick. Walter grew up on Delain's farmlands until age thirteen, when he ran away from home and was raped on the road by a fellow wanderer. Refusing to return home, Walter instead opted to pursue his dark destiny as a servant of the Outer Dark and honed his magical skills until he

ascended to a level of quasi-immortality. He has belonged to a great number of cults and sects throughout the ages. Learning of the Dark Tower, Walter made it his mission in life to ascend to the top of the legendary structure and become the God of All Things. Walter eventually became affiliated with the Crimson King, a fellow disciple of the Outer Dark, and now uses his considerable magical talent to serve as the Crimson King's agent in Mid-World.

At the behest of the Crimson King, Walter currently serves as an advisor in John Farson's army, manipulating key events in Mid-World so that history unfolds according to the Crimson King's agenda. Pursuant to the Crimson King's orders, he has promised Farson a large supply of oil to power the ancient weapons left behind by the Old Ones. In this physical form, he is a light-skinned man of medium height, a thin but powerful build, with bright blue eyes and small white teeth each filed to a point. His tattered hair is cropped so stringently that it looks like lightly-colored fuzz, causing him to appear bald-headed at first glance. He wears a black robe (reminiscent of a holy man) with the hood pushed back and carries the open-eyed sigil of John Farson on a silver square within his robe's folds.

As "Marten Broadcloak," O'Dim served as the wizard and advisor of Steven Deschain, Lord of Gilead, while actually conspiring with John Farson, the Good Man, who sought to overthrow Deschain and his aristocratic allies. From his private study/laboratory in Gilead's palace, Broadcloak plotted to destroy the Affiliation from within by clandestinely eliminating the Gunslingers one by one. Adorned with the mounted head of a dragon, ancient manuscripts and poisons, preserved human body parts, and various torture devices, Broadcloak's private chamber was an area of the palace few dared enter, which made it the perfect venue for his traitorous activities. Using a jagged piece of smoky quartz, Broadcloak secretly communicated with his master, the Crimson King, who sought to manipulate events in Mid-World from his castle in End-World in an attempt to bring about the destruction of the Line of Eld and the Dark Tower. Although few questioned Broadcloak's powers, no one in Gilead suspected that the bearded, middle-aged court magician who always wore a black, woolen, hooded cloak was merely one of Walter O'Dim's many faces.

Aware that young Roland Deschain, son of Steven, was destined one day to overthrow his master (an event which the Crimson King prophesized with the assistance of his seeing spheres), Broadcloak carefully orchestrated an elaborate plan to eliminate Roland. Broadcloak first used his enchantments to seduce Gabrielle Deschain, the wife of Steven and mother of Roland, and then arranged events so that Roland would learn of their affair. Enraged at his mother's betrayal and the fact that his father had been dishonored, Roland was easily goaded by Broadcloak into challenging the seasoned warrior Cort into the traditional Gunslinger test of manhood three years too early. Broadcloak had anticipated that the fourteen-year-old Roland would be easily defeated by Cort

and forced to leave Gilead in exile (as was the tradition for Gunslinger apprentices who failed the test), or better yet, be killed in battle. But much to Broadcloak's dismay and the Crimson King's outrage, Roland prevailed against Cort and became the youngest Gunslinger apprentice in history to win his nickel-plated training guns.

With Broadcloak's traitorous activities exposed, a warrant was issued for his arrest; but Broadcloak evaded capture by transforming the palace guards into dogs and fled Gilead. He has sworn to topple the Deschain family and kill Roland before he grows to be a nuisance. Although the Affiliation is now aware of his alliance with John Farson, they do not realize that Broadcloak serves a much greater evil.



HEIGHT: Variable (5'10" as O'Dim)

HAIR: Variable (black as O'Dim)

WEIGHT: Variable (178 lbs. as O'Dim)

EYES: Variable (blue as O'Dim)

SPECIAL SKILLS: An accomplished sorcerer, Walter O'Dim possesses many arcane abilities. He can restore life to the recently deceased, attract and repel matter via manipulation of gravitational forces, cause his body to grow dim and melt away into shadow, prophesize the future, transform men into animals, and travel through time and between worlds. Perhaps his most useful skill is his ability to alter his own physical appearance, allowing him to assume several identities and operate undercover. He often uses this ability to assume the form of a person feared by those he confronts. His death-like laugh causes the flesh of those around him to crawl. Even the weathered Eldred Jonas of the Big Coffin Hunters felt uneasy when in his presence. O'Dim also possesses extensive scientific knowledge.

EQUIPMENT: Walter O'Dim keeps a piece of smoky, jagged quartz, which he uses to communicate with the Crimson King. As "Marten Broadcloak," his private chamber in Gilead contained many items which assisted in his spells and enchantments. The shelves of his study were overflowing with ancient manuscripts, poisons (such as arsenic, strychnine, and belladonna), toadstools, batwings, and jars containing pickled human body parts (such as lungs, a tongue, and a mutant fetus). His pet raven also resides within his chamber.



JOHN FARSON

REAL NAME: John Farson

ALIASES: None

NICKNAMES: The Good Man

PLACE OF BIRTH: An undisclosed hamlet in either the Barony of Garlan or the Barony of Desoy

OCCUPATION: Terrorist leader, self-proclaimed revolutionary; former thief, murderer, and harrier

AFFILIATION: The Crimson King, the Outer Dark

KNOWN RELATIVES: Jack Farson (younger brother, deceased); Jenna Farson (sister-in-law, deceased); James Farson (nephew)

EDUCATION: None known



HISTORY: Once a mere highway bandit who tried to justify his thefts and murders with talk of "democracy" and "equality for all," John Farson (also known as "the Good Man") started to gain followers among the lower classes of society when he began his public rants about the laziness of Mid-World's privileged baron-class and about how the current system of "class slavery" was based on nothing more than ancient fairy tales. With his followers increasing in number, the bandit has now turned into a general, and now the general is attempting to become ruler of Mid-World.

Farson claims that he will rule Mid-World in the name of the people and that once he has overthrown the Affiliation and installed his own government in its place, all people will be equal and one's ancestry will no longer determine one's status in society. However like everything else Farson says, this is a lie. Farson revels in death and is whimsically insane.

After their victories, his men conduct target practice using their prisoners

(both soldiers and civilians) as bull's-eyes. Farson entertains himself by playing polo with the heads of his defeated adversaries. In fact, the Good Man is so unpredictable that not even Eldred Jonas of the Big Coffin Hunters wanted to deal with him directly.

Nearly a month ago, Farson and his men burned Indrie (the Barony Seat of Cressia) to the ground, slaughtering hundreds and placing the heads of the Barony Governor, Mayor of Indrie, and High Sheriff above the wall guarding Indrie's entrance. Although Steven Deschain, Lord of Gilead, and his Affiliation allies responded with force, Deschain was compelled to leave the front line and return to Gilead after he learned that his son's life was in danger. Cressia has since repudiated the Affiliation and allied with the Good Man's army. Using these bloody tactics, Farson has managed to occupy the entire Southwest Edge, and is currently sitting on high ground, keeping his experienced veterans safe within their mountain boltholes until he is ready to make his next move.

Farson's bloody war against the Affiliation has left the Northern and Western Baronies in flames and has made travel between the Inner Baronies of the east and the Outer Baronies of the west far more difficult. The war is now shifting eastward as Affiliation-controlled cities continue to fall to his forces. So far, nothing has been able to halt the advance of Farson's army, since he seems to have an almost preternatural ability to guess his enemies' tactics. At first the Affiliation was amazed by Farson's luck; he would continually beat the Affiliation by slipping away at the last moment and then turning up again when he was least expected. Then rumors began to surface that he possessed the seeing sphere known as the Pink One, which he used on nights before battles, before large troop and horse movements, and sometimes before the announcement of momentous decisions.

Until now the Pink One has given Farson a tremendous advantage but that advantage soon slipped. Since it was too dangerous to keep the life-sucking seeing sphere for long periods of time, Farson had arranged for the Big Coffin Hunters to carry the Pink One to Hambry for safekeeping and to oversee his interests there in the Outer Arc. Unbeknownst to him, some of the Affiliation's youngest supporters were also sent to Hambry and they had been warned that the Pink One might be there too.

Farson's sigil is a wide open, staring eye identical to that of the Crimson King. In fact, Farson is one of the Red King's chief supporters. Farson has had this sigil embroidered upon his yellow cape, and he wears it proudly.

HEIGHT: 6'4"

WEIGHT: 255 lbs.

HAIR: Black

EYES: Brown

SPECIAL SKILLS: Farson is extraordinarily bloodthirsty and sadistic, hence he is a dangerous adversary. He is also insane, often mutilating the bodies of his fallen opponents for his own amusement. Although intelligent, persuasive, and manipulative, Farson's judgment is becoming increasingly clouded through his use of the magical Pink One of Maerlyn's Rainbow. Because of this, many of Farson's strategic decisions are being made by his ally and advisor, the wizard Walter O'Dim, as well as his chief lieutenants.

EQUIPMENT: At Farson's disposal are the ancient weapons of the Great Old Ones, an assortment of armored tanks, combat vehicles, rocket launchers, machine guns, grenades, and flamethrowers. Farson desperately seeks a supply of crude oil that he can refine into the fuel needed to power these potentially devastating weapons and destroy the Affiliation. He has also been guided by the Pink One, the magical seeing sphere which enables him to predict the troop movements and strategies of his adversaries.

JAMES FARSON

REAL NAME: James Farson

ALIASES: None

NICKNAMES: None

PLACE OF BIRTH: Timesbury, Barony of Desoy

OCCUPATION: High-ranking soldier in the Revolutionary Army of the Good Man; former thief, murderer, and harrier

AFFILIATION: The Revolutionary Army of the Good Man, Walter O'Dim, the Crimson King, the Outer Dark

KNOWN RELATIVES: Jack Farson (father, deceased); Jenna Farson (mother, deceased); John Farson (uncle)

EDUCATION: None known

HISTORY: James Farson's history can be traced back to the days when John Farson was still a simple bandit and harrier, leading a small band of conmen and scoundrels from town to town in the Southern Baronies. At the time, Jack Farson, John's younger brother and protégé, served as his second-in-command, although Jack possessed somewhat of a conscience and often questioned his older brother's inhumane tactics. When John devised an elaborate, long-term plan to divest a wealthy Affiliation town of its riches, he selected Jack to operate undercover and woo Jenna, the unbetrothed daughter of one of the town's wealthiest barons. Jack's mission was to pose as an affluent landowner from the East and infiltrate the town's aristocracy as Jenna's suitor before funneling the town's financial assets to John and his gang. The plan worked well for the first few months . . . until Jack genuinely fell in love with Jenna, eventually marrying her and turning his back on John and his plan.

It wasn't long before Jenna gave birth to the couple's first child, James. But as the seasons passed, John Farson's anger over his brother's betrayal only intensified. On James' second birthday, Jack and Jenna took him on his first vacation to a cabin in the nearby forest. John, who had been keeping tabs on his brother's whereabouts all along, finally saw the opportunity to pay his brother back, as Jack was now no longer safe within the guarded confines of the town. John Farson arranged for a pack of mutant billy-bumblers to attack the young family as they slept. The bumblers did as they were instructed, killing everyone except two-year-old James, who was spared (although with a disfiguring scar over his eye) when John Farson burst into the cabin and shot the remaining bumblers dead. With Jack and Jenna dead, Farson took his young nephew under his wing with the intention of training him to be his eventual successor.

The orphaned James Farson grew up riding side-by-side with his uncle, whom he viewed as his savior, as John falsely informed his nephew that it was Affiliation forces which were responsible for his parents' premature deaths. Under his uncle's tutelage, James soon became an adept thief and murderer in his own right, and eventually joined his uncle in his quest to topple the Affiliation. But when the sorcerer Walter O'Dim began lending assistance to John Farson's cause, courtesy of the Crimson King, the wizard also began to secretly drive a wedge between John and James Farson by revealing to James the truth behind his parents' deaths. Under O'Dim's influence, James' fierce loyalty to his uncle is gradually being supplanted by a newfound loyalty to the Crimson King.

HEIGHT: 6'2"

WEIGHT: 228 lbs.

HAIR: Black

EYES: Brown

SPECIAL SKILLS: Raised since childhood by his John Farson, James Farson has learned to be just as bloodthirsty and ruthless as his uncle. But while John Farson espouses the mantra of "equality for all" merely to further his own selfish conquests, James is much more ideological and desires to believe in a cause larger than his own personal well-being. As James was often used by his uncle as an undercover informant as a child, he also fancies himself somewhat of a master of disguise and deception.

EQUIPMENT: As the heir apparent to John Farson, James has a vast and deadly arsenal at his disposal, including an assortment of armored tanks, combat vehicles, rocket launchers, machine guns, grenades, and flamethrowers.

GENERAL GRISSOM

REAL NAME: Edoacer Grissom

ALIASES: None

NICKNAMES: The Blue-Faced Barbarian-King

PLACE OF BIRTH: Troitan Territory, Barony of Cressia

OCCUPATION: Warrior-General of the Troitans

AFFILIATION: John Farson; the Crimson King

KNOWN RELATIVES: Edovacar Grissom (son)

EDUCATION: Trained since early childhood in the Troitan warrior-arts

HISTORY: To the west of the Barony of New Canaan lies the Barony of Cressia, a longtime ally of the Affiliation. Since the days of Arthur Eld, the land that would later become the Barony of Cressia has been populated by a group of tribes collectively known as the Troitans, who inhabit permanent tent encampments within the dense mutant pine forests to the northwest of the Barony Seat of Indrie. Unlike the inhabitants of Cressia's pro-Affiliation cities and villages, who are mostly loyal to the White, the Troitans are a polytheistic people who worship a pantheon of vaguely-defined spider-gods. Troitan tribes are organized around warfare and focus on hunting wild game and raiding nearby cities as well as passing caravans. A male-dominated warrior aristocracy rules the various tribes, with the supreme ruler of each tribe achieving the rank of "Warrior-General," a title earned through mortal combat rather than the hereditary titles common in the Affiliation. Each ruler is attended by a class of learned druids who serve in religious, administrative, and judicial capacities. From early childhood, Troitan youths are trained in their people's "warrior-arts" and are taught to use the bah and bolt, six-shooter, and bow and arrow. By their early teens, the youths are savage warriors and fully inducted into Troitan raiding parties where they fight alongside full-grown adults. When going into battle, the Troitans ritualistically paint their faces with a vibrant-blue paste made from pulverized lapis stone, a religious practice which has earned the tribes the nickname "Blue-Faced Barbarians." For centuries, Cressia's cities and villages lived in constant fear of the Troitans, who frequently led attacks on the cities and absconded with food, supplies, and women; although the tribes were never successful in conquering or razing an entire village, thanks to the military support the Cressian communities received from the Affiliation.

Today, Edoacer Grissom currently reigns as the Warrior-General of the Mineralen, the most powerful and influential of the Troitan tribes. A large and powerful man with a thick, scraggly brown beard, piercing blue eyes, and a gruff demeanor, Grissom ascended to his current position years ago by killing several of his rivals in traditional one-on-one combat. Early in his reign, Grissom led several daring raids on the nearby city of Indrie; but, like his predecessors, he was never able to establish a foothold within the city. However, when the harrier-turned-revolutionary known as John Farson traveled to the Barony of Cressia, he viewed the Troitans as potential allies against the Affiliation rather than another enemy to be conquered. Convincing Grissom that the overthrow of the Affiliation was in everyone's best interests, Farson persuaded the Warrior-General to sign a treaty in which the Troitan tribes agreed to participate in Farson's campaign against the Affiliation, so long as Grissom was recognized as a general in his army and retained complete control over the movements of the Troitan legions. Alongside his son, Edovacar, General Grissom soon demonstrated his people's savagery and fighting prowess to Farson. In the Battle of Indrie, the Troitans led the siege that ended with Indrie being burned to the ground and its leaders being executed. Farson has been impressed with General Grissom's performance thus far and plans to rely on his Troitan allies more as his forces approach the Barony of New Canaan and the battles against pro-Affiliation forces intensify.

HEIGHT: 6'5"

WEIGHT: 297 lbs.

HAIR: Brown

EYES: Blue

SPECIAL SKILLS: Trained in the Troitan warrior-arts since early childhood, General Grissom is an experienced hand-to-hand combatant who relies on traditional Troitan grappling maneuvers in close-quarters combat. He has mastered the use of nearly all projectile weapons of Mid-World. Like his son, he wields nearly every weapon in his possession with deadly accuracy thanks to his keen eyesight and steady hand.

EQUIPMENT: General Grissom's hulking frame enables him to carry several weapons on his person at all times. He always carries a quiver of arrows and bolts slung over his right shoulder. The quiver also contains a collapsible bow. His tanned leather forearm vambraces hide the patchwork of deep scars that run from his elbow to his wrist, and his matching leather belt contains an assortment of dagger and knife sheaths of varying sizes. Also dangling from Grissom's belt on his left side is his crossbow-like bah. His weapon of choice is a rusty six-shot revolver, which is always holstered at his right side.

GEORGE LATIGO



REAL NAME: George Latigo

ALIASES: None

NICKNAMES: None

PLACE OF BIRTH: Northern In-World

OCCUPATION: Chief Lieutenant in the Good Man's Army

AFFILIATION: John Farson, the Outer Dark

KNOWN RELATIVES: None

EDUCATION: Informal training in the art of war

HISTORY: A loyal member of John Farson's revolutionary army, George Latigo served as one of six of the Good Man's Chief Lieutenants. When Farson decided to temporarily relocate his seeing sphere known as the Pink One to Hambry, Latigo acted as the Good Man's contact with the trio of mercenaries known as the Big Coffin Hunters. Latigo paid the Coffin Hunters a huge cash advance (which their leader, Eldred Jonas, never shared with the other two members) and promised an even larger piece of the war spoil if the Affiliation's forces were successfully obliterated by the Old Ones' war machines around the Shavéd Mountains, as Farson has planned. He also hired the Coffin Hunters to oversee Farson's interests in Hambry. Although Farson's main interest was the oil needed to power his ancient war machines, Hambry had also agreed to supply the Good Man's army with horses, oxen, wagons of fresh vegetables, and glass.

Latigo was descended from the Nordites, the indigenous people of the northernmost regions of the Inner Baronies, where they are rumored to engage in incest and to share intimate relationships with the bountiful reindeer population. As a result, he speaks in the abrupt, clipped tones of northern In-World. He is a hard-bodied man with a pale face and a blond lock of hair which often peeks out from beneath the brim of his sombrero. His face is constantly dour and frowning, as if he hadn't see anything pleasant since birth. He wears the serape (under which he stores a pack of tobacco for rolling cigarettes) and sandalias of a farmer or vaquero.

While the Coffin Hunters were beginning their operations in Hambry, Latigo remained in one of the ancient refineries in End-World making preparations for the large influx of crude oil that was expected to arrive from Hambry's oil fields. After the Big Coffin Hunters had been in Hambry for several months, Lieutenant Latigo was deployed to Hambry, along with an expeditionary force of a few hundred well-armed men, to pick up Farson's promised cargo (along with the pink seeing sphere which had been entrusted to Eldred Jonas of the Big Coffin Hunters) and transport it back to Farson's End-World refinery where it will be transformed into the fuel needed to power the Old One's weapons. Arriving in Hambry, Latigo conspired with Eldred Jonas and Coral Thorin to murder Mayor Hart Thorin and then blame the death on Roland Deschain and his friends, who had been sent to Hambry by the Affiliation in order to investigate John Farson's influence there.

Although the murder of the Mayor went as planned and Roland was arrested, Latigo's mission went awry when Roland and his friends escaped custody and set fire to the oil tankers being guarded by Latigo and his men at Hanging Rock. Pursuing the Affiliation boys on horseback with his force of 200 men, Latigo was unwittingly led into a trap when Roland and his friends entered Eyebolt Canyon. Although Latigo believed he had the boys trapped, he and his men became enthralled by the cry of the demonic thinny which inhabited the canyon and willingly allowed themselves to be consumed by the monstrosity.

HEIGHT: 6'2"

WEIGHT: 225 lbs.

HAIR: Blond

EYES: Blue

SPECIAL SKILLS: George Latigo was an accomplished strategist.

EQUIPMENT: Latigo was outfitted with various items of ancient technology created by the Old Ones, such as two-way radios.

MID-WORLD GLOSSARY

AN-TET: (ân-tê't) implies an intimate emotional link among those linked by the same destiny or goals; it can also imply sexual intimacy

AYE: (î) an affirmative response; yes

BAH AND BOLT: (bâ' and bôlt) a crossbow-like weapon popular on Mid-World, particularly among those who do not possess guns; rather than arrows, the bah discharges metallic bolts

BARONY: (bâr'â-nê) a political sub-division which came into prominence when familial clans began to enter into feuds in the centuries following the Great Cataclysm; the baronies of Mid-World were united into the Kingdom of All-World under the rule of Arthur Eld, but they fractured into separate political entities following the Eld's death; today, most Inner Baronies are ruled by a hereditary aristocracy descended from Arthur Eld and his original knights, while many Outer Baronies have developed a more democratic system of electing political leaders

BEAMS: (bêms) six stationary energy radii which pass through the Dark Tower and hold it in place; the beams extend throughout Mid-World, affecting the cloud movement, gravitational pull, and space-time alignment within their paths; two portals exist at the opposite ends of each beam, with each of the twelve portals serving as a doorway to other dimensions

BILLY-HUMBLER: (bîl'ê bûm-bûl-er) a species of omnivorous animals native to Mid-World characterized by gold-tinged eyes and wiry tails; their relatively high ratios of brain to body mass render them able to count, add, perform complex cognitive tasks, and even speak; traditionally bred by inhabitants of Mid-World to hunt and destroy the ancient Grandfather vampires who feast upon human blood and flesh, normally extremely loyal to humans, although some became corrupted by disease; also known as *throckens* in some regions of Mid-World

THE CAN-CHAR: (kân'châr) the gods of death originally worshipped by the Great Old Ones; in the time of Arthur Eld, worship of the can-char made a brief come back when the demon-wizard Maerlyn convinced many desperate citizens of All-World to engage in human sacrifice in order to appease the can-char

CHAR: (châr) literally translated as *death*; with its origins in High Speech, *char* is the root of many Mid-World terms, including *Big Charlie Wind* and *Charyou Tree*

CHARYOU TREE: (châr'yô'tê) the ritual bonfire made on the Festival of Reag; humans were originally burned on these fires in ancient times, but straw human effigies known as *stuffy guys* gradually replaced the human sacrifices

"COME TO THIS CLEARING AT THE END OF HIS PATH": to die; to pass away

DARK TOWER: (dârk'tôw'êr) the lynchpin of the space-time continuum, situated at the center of Mid-World

DEMON MOON: (dê'môn môôn) the phase of the moon which occurs during late autumn / early winter

DINH: (dîn) a leader or king; often used to refer to the leader of a set

DOGAN: (dô'gân) experimental stations where technology could be fused with magic; built by the Great Old Ones under the tutelage of the wizard Maerlyn; used by the Old Ones to create annihilating weapons

"FORGET YOUR FATHER'S FACE": to act without honor

GAN: (gân) the spirit of the Dark Tower, which was the first object to erupt from the formless Prim; eventually gave birth to the structured multiverse

GHOSTWOOD: (gôst wôôd) a tree native to many of Mid-World's forests which was traditionally used as kindling for Charyou Tree bonfires

GILLY or JILLY: (gil'ê or jil'ê) a concubine, mistress

GLAMMER: (glâm'ôr) enchantment, magic

GRAB: (grôf) a strong apple beer

THE GREAT CATAclysm: (grât kât'â'klyz'm) a tragic series of events resulting from the attempt of the Great Old Ones to destroy and rebuild the Dark Tower so that they could control the space-time continuum; their attempt to destroy the structure created a fissure between worlds, which mutated nearly all plants and animals, filled the skies with poison gasses, and reduced the entirety of Mid-World to an irradiated wasteland

GUNNA: (gûn'â) all of one's worldly goods

HEARTBOX: (hâr't bôks) according to the lore of the borderland baronies, the internal box which produces all of man's feelings of love and sadness, joy and regret

HELLO: (hê'lô) a heliograph, a device for transmitting messages by reflecting sunlight with mirrors

HILE: (hîl) a formal Mid-World greeting, summons

HUNTRESS' MOON: (hûn'trîs môôn) the phase of the moon which occurs during early autumn

IRONWOOD: (î'rôn wôôd) a rare tree renowned for its extremely durable wood, which is used to make fighting staffs and other tools

"I SET MY WARRANT ON IT": I guarantee it

KA: (kâ) signifies life-force, consciousness, duty and destiny; in Low Speech, it also means a place to which an individual must go, fate

KA-MAE: (kâ'mâ) literally translated as *ka's foot*

KA-TEL: (kâ'têl) a class of apprentice gunglers

KA-TET: (kâ'tê't) literally translated as *one made from many* (ka = destiny; tet = a group of people with the same interests or goals); *ka-tet* is the place where lives are joined by fate

KEN: (kên) to perceive; to understand

KHEF: (kêf) in the original tongue of the Great Old Ones, *khef* meant many different things, including water, birth, and life-force; all that was essential to existence, one can progress through the *khef*, those who attain the higher levels of the *khef* (levels seven and eight) are able to have a clinical detachment from their bodies, the physical self may thirst, but the mind remains separate, a spectator

KI'BOX: (kê'bôks) according to the lore of the borderland baronies, the internal box which houses all of man's selfish drives, petty jealousies, and the nastiest, darkest secrets of the human soul

KISSING MOON: (kîs'îng môôn) the phase of the moon which occurs during midsummer

THE LAUGHING MIRROR: (lâf'îng mîr'êr) a magical artifact created by the Prim-spawned demon-wizard known as Maerlyn; distorted to make all reflections of the White appear hideous, stupid, and ridiculous; shattered into millions of shards and blown into every possible future of every new world when Maerlyn attempted show the Dark Tower its own reflection

MAN JESUS: (mân-jê'sûs) the Mid-World term for Jesus

MANNI: (mân'ê) a religious sect able to travel between worlds

MUTANT: (my-mû't) any living creature whose heritable characteristics departed from those of the parent stock due to a change in a gene or a chromosome caused by the poisons released by the Great Old Ones into the soil, water, and air

THE OUTER DARK: (ou'tôr dârk) a force of evil represented by Maerlyn, the Crimson King, and Walter O'Dim

PALAVIER: (pâ-lâv'êr) a conference or discussion

PEEDLER'S MOON: (pêd'lêr môôn) the phase of the moon which occurs during late summer

THE PRIM: (prîm) the original magical chaos from which the multiverse arose

SAI: (sâi) a term of respect that can be roughly translated as *sir* or *madam*; although used in Low Speech, *sai* appears to be a form of address that originated in High Speech

SLUMGULLION: (slûm-gûl'yân) a worthless, contemptible person

TET: (tê't) a group of people with the same interests and goals.

THANKÊ-SAI: (thâng'ê sâi) a polite term of gratitude that can be roughly translated as *thank you, sir* or *thank you, madam*

THOUGHTBOX: (thôt bôks) according to the lore of the borderland baronies, the internal box which houses all the head's ideas and dreams

THREADED STOCK: (thrêd'êd stôk) livestock born without mutations

THE TOUCH: (tôch) the inherent ability to read minds and see into the past or future

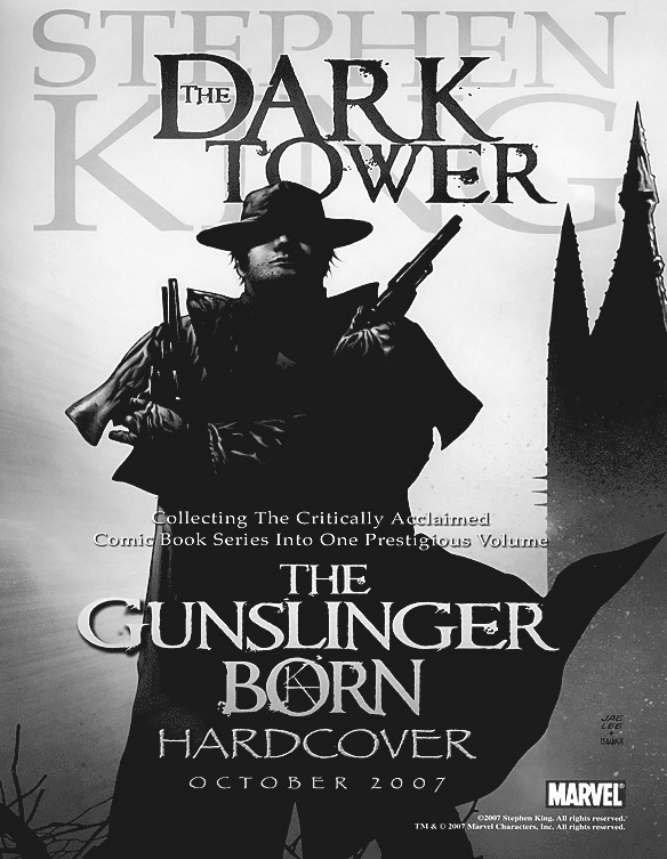
TRIG: (trîg) sophisticated; clever

WATCH ME: (wôch mê) a card game popular in the Outer Baronies of the east

WEED-EATER: (wêd ê'têr) one addicted to chewing devil grass, a plant containing psychoactive chemical compounds which damage human neuroreceptors and eventually lead to permanent brain damage upon continued use

THE WHITE: (wî't) a force of good represented by Arthur Eld, his knights, and their descendants





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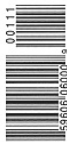
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MAY LUCK RISE TO MEET YOU, SA! DARK DAYS HAVE BEFALLEN THE ONCE POWERFUL AFFILIATION. AS THE GOOD MAN'S REVOLUTIONARIES CONTINUE THEIR ASSAULT ON THE CIVILIZATIONS OF THE INNER BARONIES, YOUNG GUNSLINGER ROLAND DESCHAIN OF GILEAD AND HIS LOYAL KA-TET EMBARK EASTWARD ON AN UNDERCOVER MISSION TO THE DISTANT OUTER BARONY OF MEJIS ON BEHALF OF THE AFFILIATION. THE GUNSLINGER'S GUIDEBOOK SERVES AS YOUR ESSENTIAL GUIDE FOR GILEAD TO MEJIS AND ALL POINTS IN BETWEEN, FEATURING PROFILES ON:

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